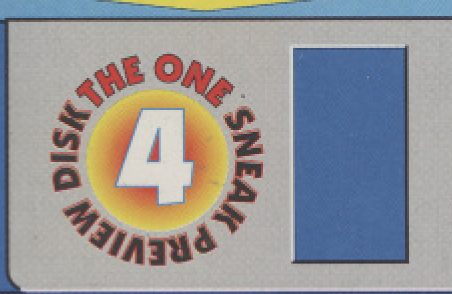
THE **One** *for* **AMIGA GAMES**

AN EMAP IMAGES PUBLICATION ISSUE 38 • NOVEMBER 1991 DM 15,- Lire 10,000 £2.95

The Biggest-Selling Amiga Games Mag ABC 51,625 Jan-Jun 1991

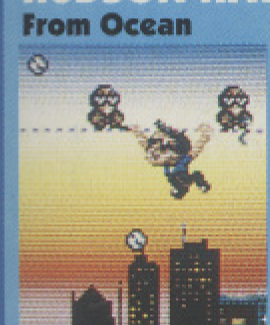
TWO GREAT DISKS!
Three fully playable demos and a complete game…



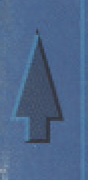


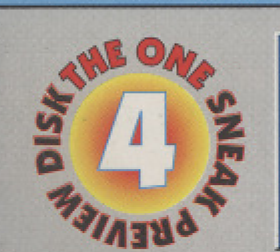
NO DISK? SEE YOUR NEWSAGENT

HUDSON HAWK
From Ocean



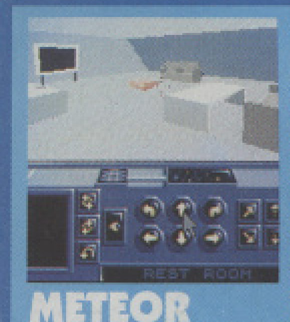
Audiogenic's **WORLD CLASS RUGBY**







NO DISK? SEE YOUR NEWSAGENT



METEOR
3D Construction Kit Winner

Gremlin's **HARLEQUIN**



GRAND PRIX

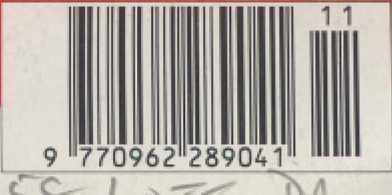


Taking Pole Position?

HOGAN IS HERE!
Ocean's WWF Superstars Get Mean

INSIDE THIS ISSUE:
- **WIN!** – A Philips Colour Monitor
- **HEIMDALL** – My Kingdom for a Norse!
- **BARBARIAN II** – Hegor Blimey!!!
- **ROBOCOD** – James Pond is Back…





58 LOTT. DA


THE SIMPSONS™
BART VS. THE
SPACE MUTANTS
BRAND X SPRAY PAINT NO CFC'S
MATT GROENING

PLAY THE GAME MAN!

Hello fellow humans!
Bartholomew J. Simpson here, with a very important secret:

SPACE MUTANTS ARE INVADING SPRINGFIELD



That's right man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

PReTTy CoOL, HUh?

Anyway, yours truly is the only one who can see 'em! I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.



Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.



Save the earth

BUy THiS GaME!
Thanks man.



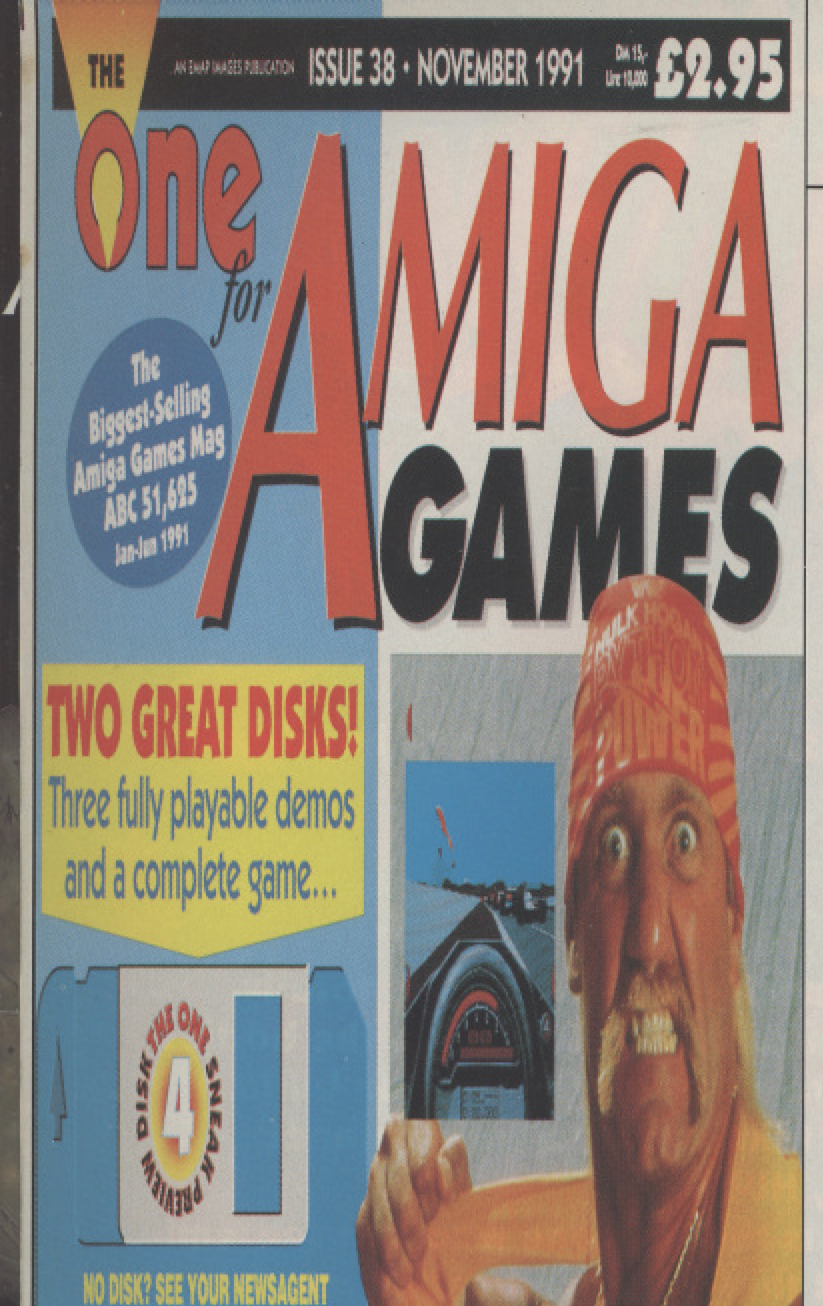
CBM AMIGA
Atari ST
SPECTRUM
Commodore
AMSTRAD

MATT GROENING





OCEAN SOFTWARE LIMITED
6 CENTRAL STREET · MANCHESTER · M2 5NS
TELEPHONE: 061 832 6633 · FAX: 061 834 0650









CON

To say that computer gaming is a strange business is an understatement. You have only to look at this month's contents to see just how weird it all is. While developers like Revolution Software are spending hundreds of man hours creating state of the art graphic adventure systems (see the Virtual Theatre feature), we are still willing to pay good money for souped-up versions of the original shoot 'em up (see the *Super Space Invaders* review). Each time we get a new, more sophisticated machine to play with, exactly the same things happen. While some development teams take on the challenge of exploiting the more advanced hardware on offer, we, the games players, still demand rehashes of classic games. The moral, of course, is that it doesn't matter how mouth-watering the technology in new machines becomes, good old-fashioned gameplay will always be the most important factor. Great graphics and stunning soundtracks are fine, but it all comes back to the same thing – if the playability is right then we're happy!

Laurence Scotford



NOVEMBER 1991

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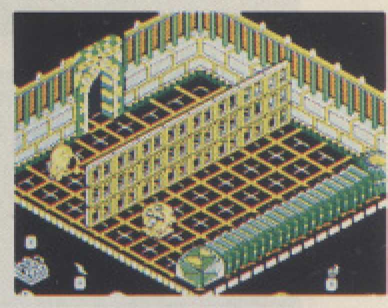
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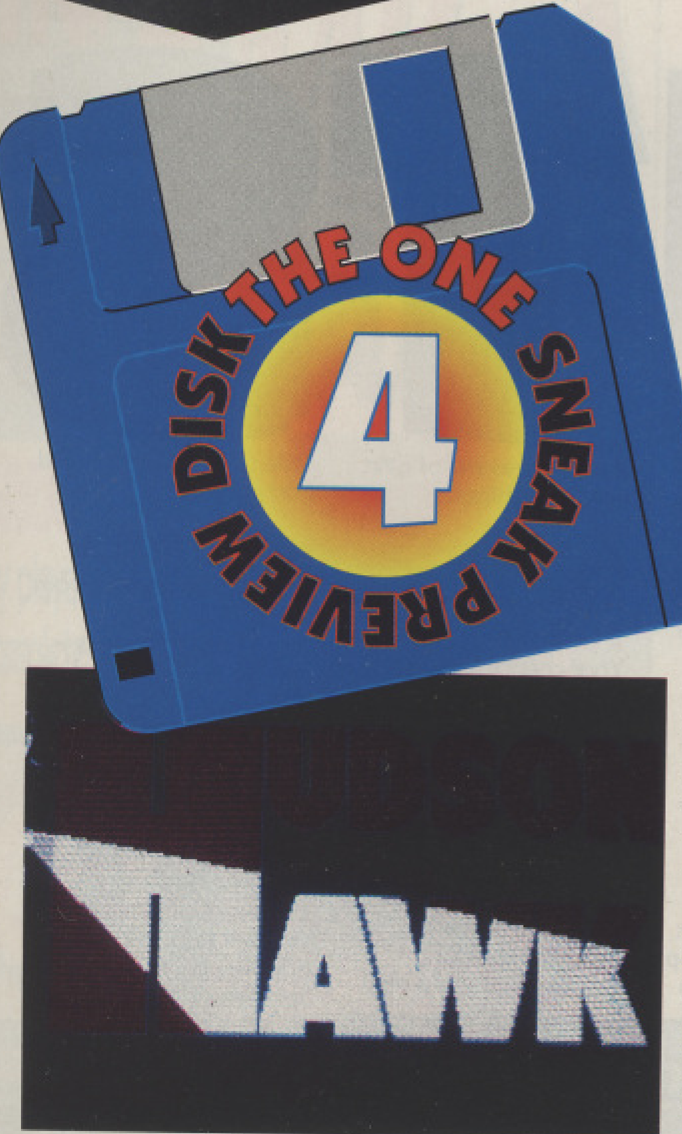






GAMES FEATURED THIS ISSUE





HUDSON

Ocean

AS THE CHRISTMAS SOFTWARE RUSH begins, the big guns start unveiling their licensed blockbusters. You may expect far greater things of *Terminator II* than of *Hudson Hawk* if you base your judgement on the two films, but don't be put off – Hudson Hawk is a corking little platform game.

You control the reformed burglar played by Bruce Willis, depicted as a stubby little figure in shades, as he attempts to steal a number of priceless treasures from auction houses, castles and even The Vatican, in an effort to stop an evil gang from discovering the secret of making gold.

Our demo offers you the opportunity to test out a whole stage from level one of the game. Set in the ducts of Rutherford's Auction house, Willis must make his way through the screens, past a vicious dachshund, across electrified drops and through whirling fans before reaching safety and the corridors of the auction rooms themselves.

INSTRUCTIONS

Joystick

Up	Jump, grab rope, climb ladder or enter door
Down	Duck or descend ladder
Left	Left
Right	Right
Fire/Up	Up or down if stood on lift
Fire	If pressed quickly Willis will punch, if pressed slowly he will throw a ball

Keys

P	Pause
S	Sound effects on/off
M	Music on/off

WORLD CLASS

Audiogenic

WITH THE RUGBY WORLD CUP still fresh in people's minds, we give you the chance to scrum down with Audiogenic's hot simulation of the game. This demo lets you play a two-minute match for England against the French, so without more ado here's the instructions you need to stop the Gauls gutting you:

Set Piece Kicks (kick-offs, conversions)

A moving crosshair will appear in the bottom left corner of the screen. Use this panel to control the power and direction of the kick. Press fire to get the required angle, then keep it pressed to determine the power. The higher the bar the more power you get.

Free play

a) When your man is not in possession:

i) If the ball is free move your man over it to pick it up.

ii) To tackle an opponent run to him, then when you're in range press fire and push in the direction you want to dive and release the button. If you don't have control over the right player, a short stab of the fire button will select the closest player to the ball, while a longer press will select a player in the best position tactically.

b) When your man has possession you can run, pass and kick.

i) To pass: press fire, push the joystick in the direction you wish to move, release fire.

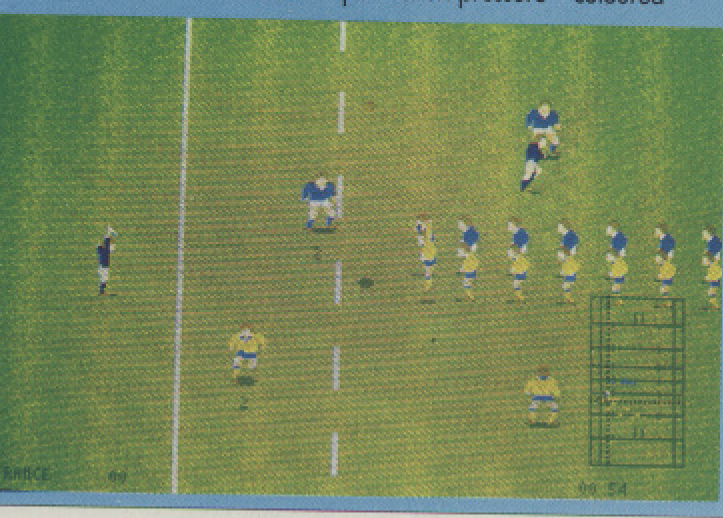
ii) To kick: when the rotating bar beneath the player is in the desired position press fire, push in a forward direction and release. The power of the kick depends on the length of time that you hold the fire button.

To score a try

Press fire while in possession in the opponent's dead ball area. To ground it, do the same thing in your own.

Rucking

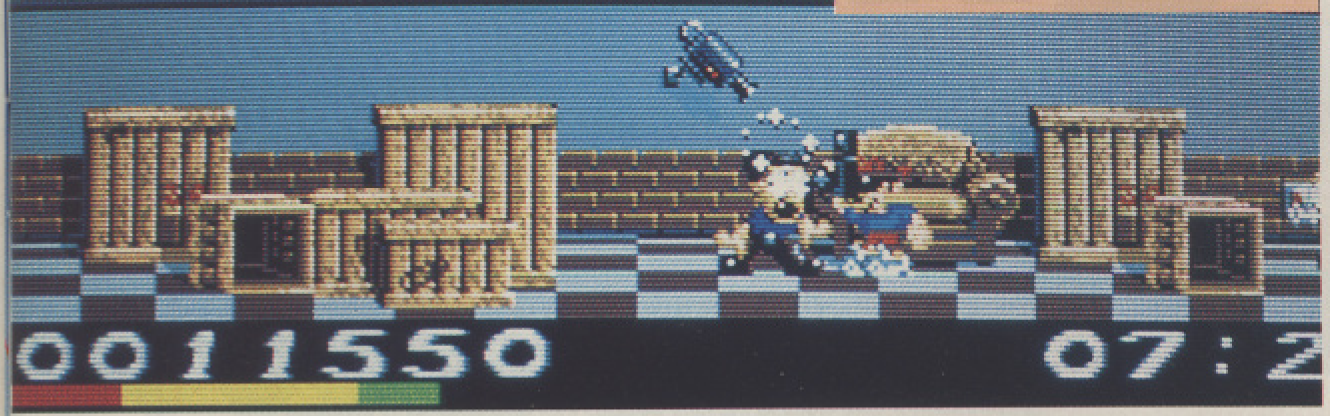
If you're tackled and don't release the ball a ruck will develop. Waggle the joystick to make the pack exert pressure – coloured

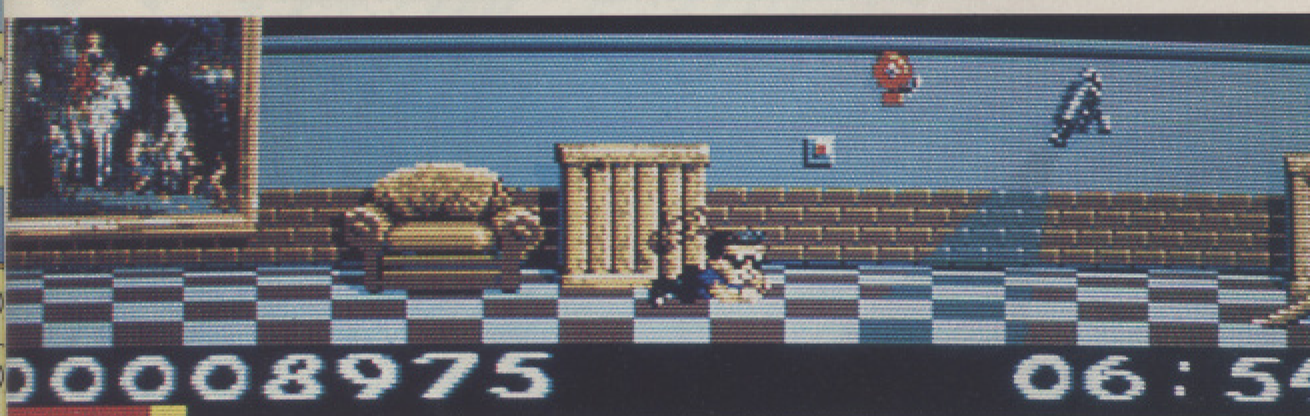


HAWK

TIPS

Keep moving.
Use the ball to trip switches.
Once the dachshund is on to you he cannot be shaken off.



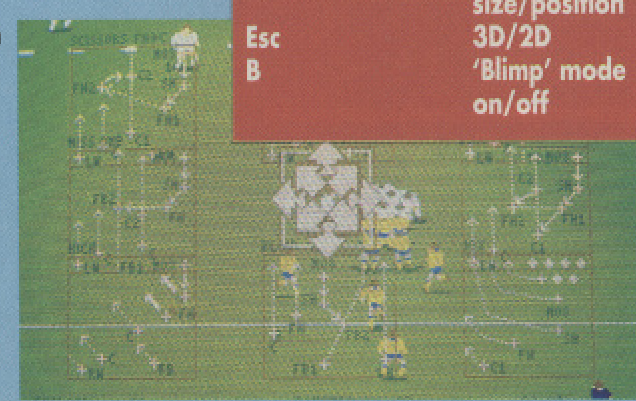


RUGBY

KEYBOARD CONTROLS

P	Pause
R	Radar On/Off
E	Radar size/position
Esc	3D/2D
B	'Blimp' mode on/off

arrows to the side show who's winning. When they flash you have direct control of the ball, pushing up or down will move it.

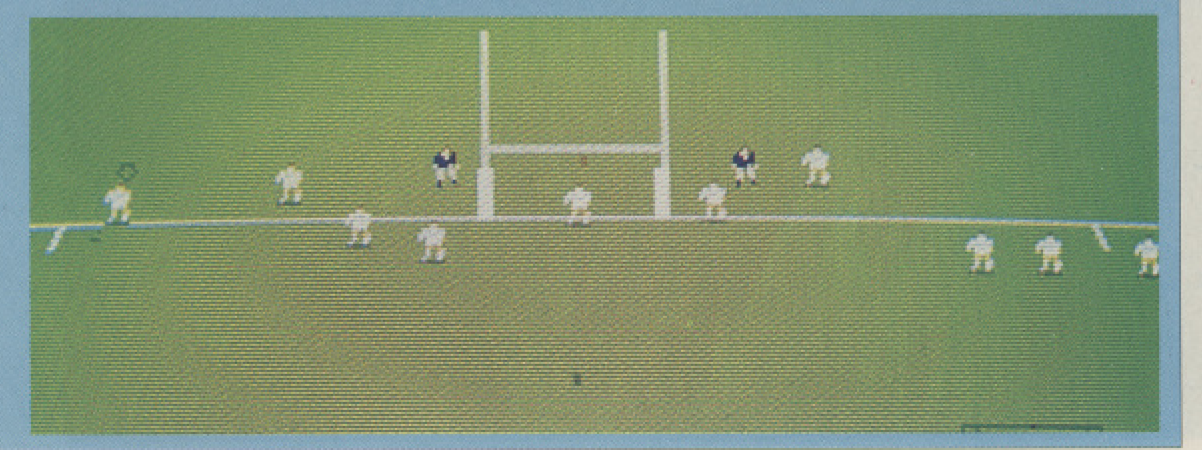


Scrums

If you are putting in you can select a special move. Press fire to put the ball in.

Lineouts

Use the rotating player bar to throw the ball, press fire to make your men jump.



HOW TO LOAD YOUR SNEAK PREVIEW COVER DISKS

1. Remove all unnecessary peripherals while your computer is switched off.
2. Insert the disk in the internal drive and switch on your computer.
3. When the selection menu appears press the key that corresponds to the demo you wish to play.

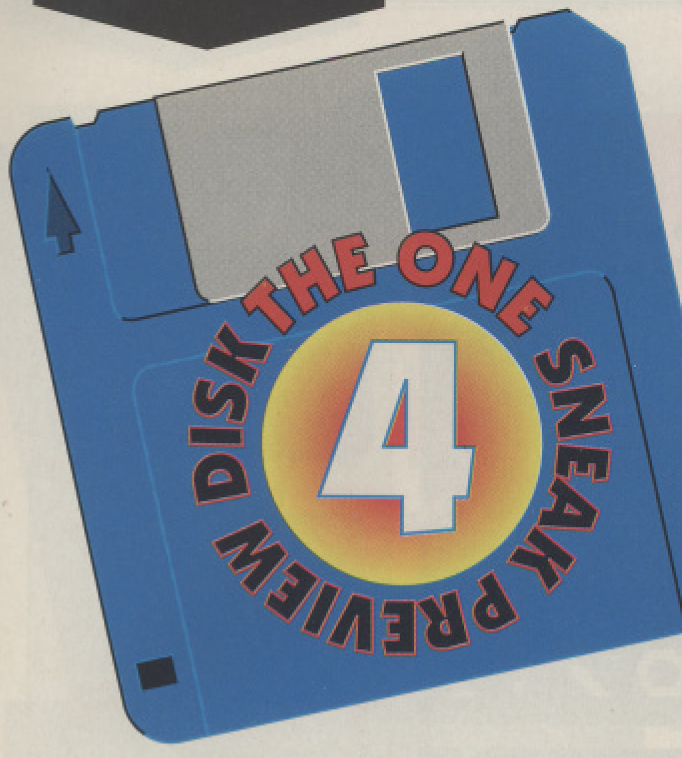
WHAT TO DO IF YOUR DISK WON'T LOAD

1. Make sure that you have followed the steps above to the letter.
2. DON'T PHONE OR WRITE TO US – we can't help you.
3. Pop your faulty disk into a jiffy bag with a return SAE, and send it to: The One Disk Replacements, PC Wise, Unit 3, Merthyr Industrial Estate, Merthyr Tydfil, Mid Glamorgan, CF48 4DR, Cymru.

VIRUSES!

These disks have been checked for all known viruses, however, The One for Amiga Games can accept no responsibility or liability for damage caused by the use of these disks or the programs they contain.





HARLE

Gremlin

THE HEART OF THE LAND of Chimerica has been broken and only Harlequin can put it together again by finding its four segments and reassembling them.

The Warp Factory's eight-way 20-level platform game contains over 850 screens to explore. Harlequin can run, jump, swing, bounce, glide, hang and even whizz around on a unicycle. He can fire little hearts to ward off the many nasties and by opening the jack-in-the-boxes left around the land he can top up his power or obtain extra protection. He can also think: a light bulb appears and messages give clues to the little puzzles that often block his progress.

Our demo disk places you outside the clock tower on one of the levels from the game. Your objective is to get to the top of the level and trip the switches to end.

QUIN

INSTRUCTIONS

Fire	fires hearts
Left	move left
Right	move right
Up	jump

METEOR QUEST

We've finally got round to judging the *3D Construction Kit* competition, with the help of Ian Andrew and his team at Incentive. There were many very strong entries and it was a tough decision, but finally it was agreed that the CDTV should go to Stephen Walton of Lower Wortley, Leeds for his polished entry, *Meteor Quest*, which concerns a deadly threat to a planet.

You play the part of an alien whose home world has been totally destroyed by an unknown force. You head off for help to the nearest populated planet, but on the way you discover that a huge meteor is heading in the same direction. When you try to investigate you are attacked and badly damaged by a hail of missiles. After crash landing on an unknown planet you try to convince the local population that they are in danger, but they don't believe you. It's now up to you to find some way to get into space and destroy the threat.





INSTRUCTIONS

Use the mouse to point to the 12 arrows on the control panel to move around. In order across the screen from left to right they are:

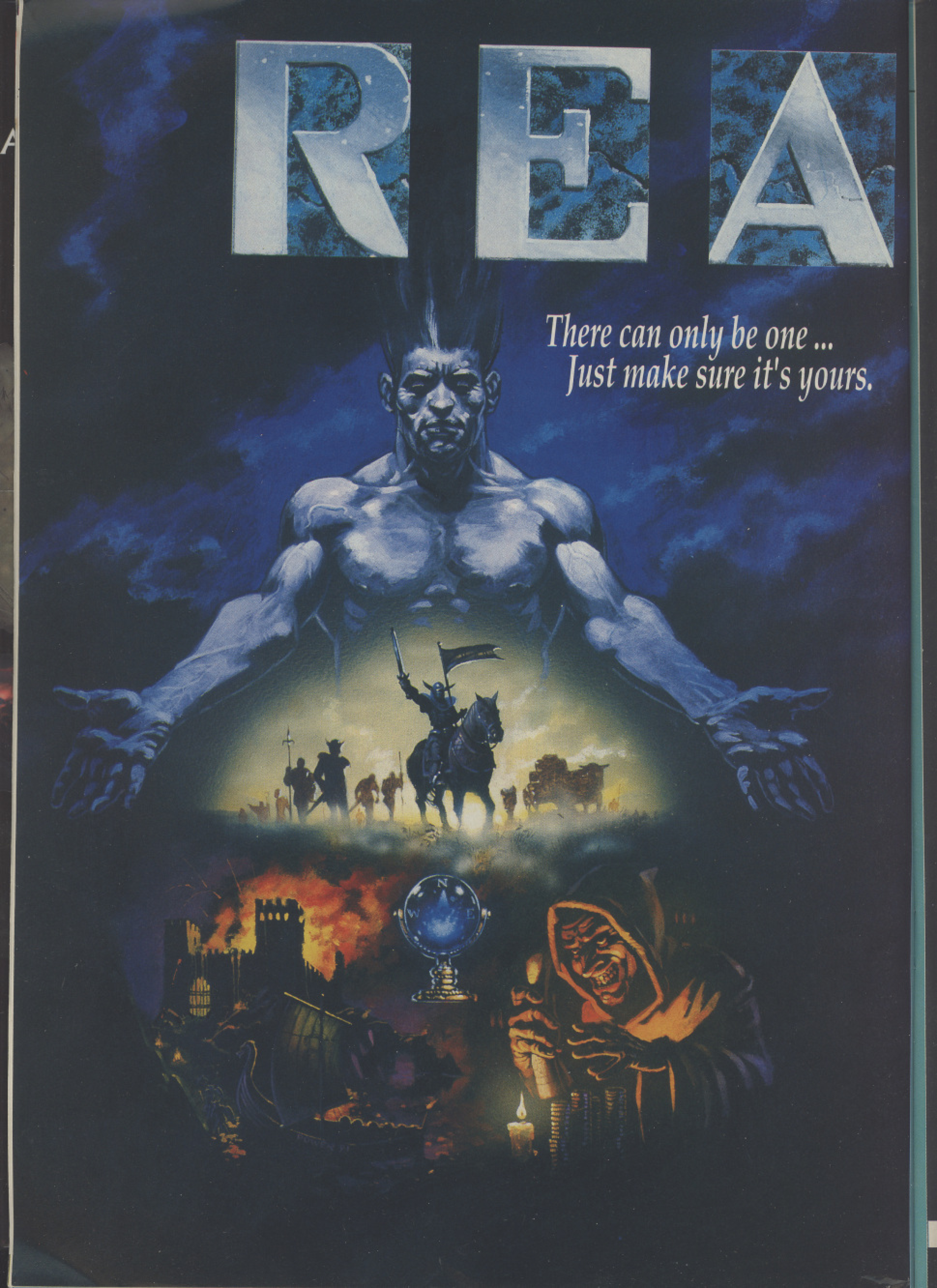
TOP

Go left, go forward, go right, look up, stand up, rotate left.

BOTTOM

Turn around (180 degrees), go backwards, look straight ahead, look down, crouch, rotate right.

To interact with objects on the screen use the left mouse button to fire and the right mouse button to activate.



REA
There can only be one ...
Just make sure it's yours.





Love Thy Neighbour?
Or Put Him To The Sword?
The Choice is Yours.

For the first time, you can take COMPLETE control of your own destiny as you attempt to dominate an entire world.

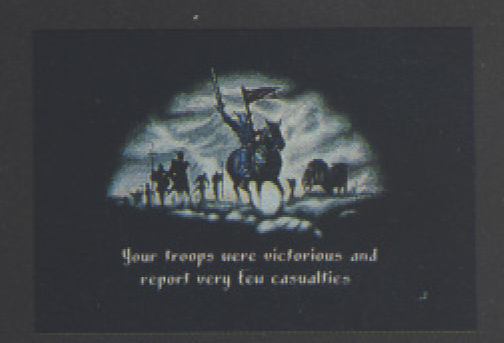
The neighbouring Realms are growing in strength at your expense. Do you build lines of supply to barter with them? Or build armies to battle with them? Each Realm vies to be the ultimate power.

Created by the award-winning Graftgold development team, REALMS combines the intuitive playability of an arcade game with the depth of strategy usually only found in the most complex simulations.





There can only be one.
Just make sure it's yours...





The King is dead. Long live the King.
And the King is you...

Endowed with the divine right to rule, you inherit your father's Realm on his death. But the fragile peace has been shattered and war rages between the Realms. Now your brief reign has become a fight for survival.



Enter the world of Realms and you could control:
~Over 125,000 square mile of fractally-generated landscape
~128 armies, each a thousand strong and with definable battle formations
~Countless cities,their inhabitants lives and their money
~Six distinct humanoid races

The last word in arcade strategy.





GAMES

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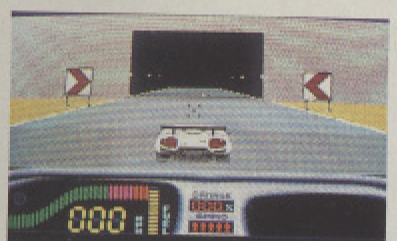
RELEASED ON AMIGA, ATARI ST, IBM PC AND COMPATIBLES

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NEWS

NOVEMBER 1991

start making your Christmas lists as we announce **SYSTEM 3'S** seasonal line up ... get pedal power working for you with Spectravideo's **FOOT PEDAL CONTROLLER** ... and get ready for the new look **MASTERTRONIC** ... and of course you'll find all your other favourite features like **CHARTS, RECOMMENDED, WHAT THE STARS ARE PLAYING**





AND MUCH, MUCH MORE...

HOW TO BE A TV STAR

ARE YOU A GREAT GAMES PLAYER? Do like the idea of becoming a TV celebrity? If the answer to both these questions is yes, then Channel 4's new *Gamesmaster* series is for you.

Hewland International, the creator of BBC TV's *Good Sport*, is about to begin filming a 10-part series dedicated to all aspects of computer, console and arcade games. The new magazine programme is scheduled at 6.30pm on Tuesdays, starting on December 31st.

The programme will feature competitive games playing, software and hardware previews and reviews, software charts, news, hints, cheats and advice.

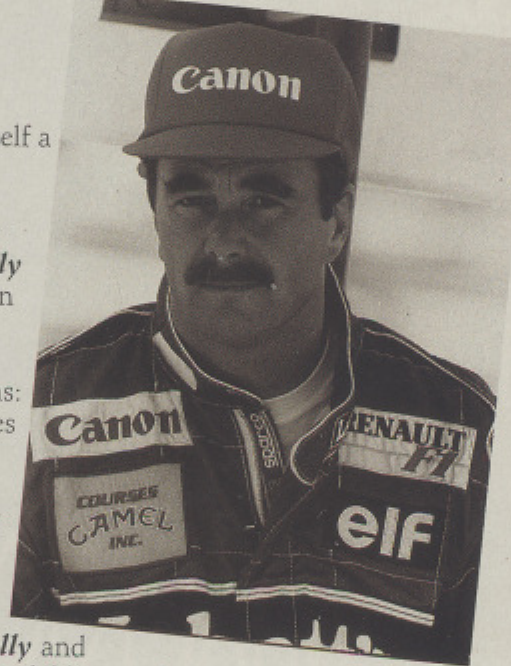
The Gamesmaster team is currently looking for at least 30 competitors. If you are a skilled games player interested in taking part then you should write to **Hewland International, Gamesmaster Competition, 1 Indescon Court, Millharbour, London, E14 9TN,** with the following details: game achievements (high scores, final messages and so on, with photographic evidence where possible), background details (age, occupation, contact phone number and address) and a recent photograph.

There is no age limit.

GREMLIN RACES FOR MANSELL

GREMLIN HAS SECURED the licence to market a game based on Nigel Mansell's Formula One career.

The Sheffield-based firm isn't yet certain exactly what form the game will take, other than that it will be a Formula One simulation. The company is hoping that, despite the upsets during this season, Mansell will rise to the occasion and take the World Championship in 1992.



Gremlin is rapidly building itself a reputation for licensed racing games and already has ***Lotus Esprit Turbo Challenge*, *Team Suzuki*, *Toyota Celica GT Rally*** and ***Lotus Turbo Challenge 2*** in the company garage.

Gremlin's driving games also feature in two new compilations: ***Chart Attack Volume 1*** includes ***Lotus Esprit Turbo Challenge*** in addition to ***Ghouls 'N' Ghosts*, *James Pond*** and ***Venus The Fly Trap***; while ***4 Wheel Drive*** comprises ***Lotus Esprit Turbo Challenge*, *Team Suzuki*, *Toyota Celica GT4 Rally*** and ***Combo Racer***. Both packs are available now for £29.99.



SONIC THE HEDGEHOG: a spiky problem for US Gold.

SONIC ON STANDBY

CONTRARY TO WHAT YOU MAY HAVE HEARD ELSEWHERE, US Gold will not be publishing conversions of the popular Sega game *Sonic The Hedgehog*, at least not in the immediate future.

US Gold has been converting Sega titles to home computer formats for the past year and has usually automatically picked up the rights to convert Sega's most popular coin-ops and console titles. This should have meant US Gold acquiring the rights to convert Sonic, but the game has proved so popular on console (practically selling the MegaDrive on its own) that Sega has decided to withhold rights for the time being. US Gold anticipates that the rights will eventually be granted, but not, perhaps, until Sega has already published a sequel. Ironically, this move comes at a time when Nintendo, which has previously been notorious for the exclusivity of its titles, has begun to relax its policy on the granting of conversion rights.

APPLE MAY GROW INTO GAMES MARKET

APPLE, THE COMPANY BEHIND the successful Macintosh range of computers has announced that it may launch a games machine.

The firm is considering producing a 'playstation' based on the Apple Macintosh technology and using Hypercard software to drive the games. The unit would be supplied with a CD drive, allowing large and impressive games to be produced.

***COSMIC OSMO* – a typical Macintosh/Hypercard game.**

JOOLS WATSHAM'S WHAT THE STARS ARE PLAYING

He may be young, but he has a huge phone book – and he knows how to use it...

PETER MOLYNEUX
(Bullfrog)

Now that Bullfrog is to publish on its own, Pete spends so much of his time in 'meetings' that he hardly ever gets to waggle his stick any more. However, he has had time to apply himself to *Lords Of Chaos*, which certainly gets the Bullfrog boffin's seal of approval (although he does find the three scenarios a bit limiting). *Armour Alley* on the PC he rates as "absolutely brilliant, even if it has got basic graphics." It seems that one thing to avoid is going for a post-pub trip to the local arcade with Pete and the boys – playing *G-Loc* isn't a good idea after a few pints, as one member of the team found to his cost. One arcade game which Pete enjoys sober though is *Quick Draw*. By the way, in the course of this short conversation, Pete revealed that he has a 'cutesie' game in the pipeline – *Flood 2* perhaps?

PETER JEFFERIES
(Teque London)

Young Mr. Jefferies is fairly new to the scene, *Pit-fighter* being his first 16-bit effort. Strangely, he doesn't describe himself as an avid games player: he has only got to grips with a few old classics such as *Marble Madness* and *Tetris*. So what kept him interested during the development of the Domark coin-op conversion? Apparently, Peter is a karate fan, so programming sprites hitting each other is a labour of love.

SPECIAL FX

Rainbow Islands is a current favourite with the team from Merseyside, but so far between them they've only managed to get to level four! Charles, one of the graphic artists, is a keen *Kick Off 2* player: perhaps he should battle it out with us here at *The One*! Everyone's favourite, *Lemmings*, has been getting its fair share of play time too – but this one the chaps have managed to finish. Another one that they haven't yet worked through is Lucasfilm's *The Secret Of Monkey Island*, but Keith the musical man has been getting lots of practice in. *Wing Commander* on the PC was a great favourite, until the team PC blew up! Oh well, they've still got *California Games* to play with and finally (gasp!) they've been dying to have a look at *Time Traveller*, the holographic coin-op which was featured in Issue 36's Arcades section.

CHRIS SORRELL
(Millennium)

The computer world's answer to *Sonic The Hedgehog* is undoubtedly *RoboCod* (see the review later in this issue), and the man we have to thank for that is Chris Sorrell. Obviously, he has game-tested this to death, but he's also found time for games on the Super Famicom, including *Mario World* (which he completed) and *Actraiser*, which he found easy up until the last enemy. When all of that violence gets too much, good old Sonic makes an appearance, as does Mickey Mouse, but: "neither of them compare with Mario World." Before Mr. Sorrell started programming he was a graphic artist, but in his own words he has "always had the heart of a programmer" (whatever that is!).

TOP 10 NOVEMBER 1991

1	NE	**JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin Games
2	▲	**THUNDERHAWK** Core
3	NE	**CRUISE FOR A CORPSE** Delphine
4	NE	**SILENT SERVICE II** MicroProse
5	NE	**FULL CONTACT** Team 17
6	NE	**BUBBLE BOBBLE** Hit Squad
7	NE	**TV SPORTS FOOTBALL** Mirror Image
8	▼	**THE SECRET OF MONKEY ISLAND** Lucasfilm
9	▼	**PGA TOUR GOLF** Electronic Arts
10	NE	**RETURN TO EUROPE** Anco

2 YEARS AGO

1	NE	**XENON II – MEGABLAST** Image Works
2	▲	**POPULOUS: THE PROMISED LANDS** Electronic Arts
3	▲	**F-16 COMBAT PILOT** Digital Integration
4	NE	**SHADOW OF THE BEAST** Psygnosis
5	▼	**POWERDROME** Electronic Arts
6	▼	**FALCON: THE MISSION DISKS – VOLUME ONE** Spectrum HoloByte
7	▲	**FALCON** Spectrum HoloByte
8	NE	**VIGILANTE** US Gold
9	▼	**ROBOCOP** Ocean
10	RE	**POPULOUS** Electronic Arts

ZOO TO RELEASE HUNGARY BEAST

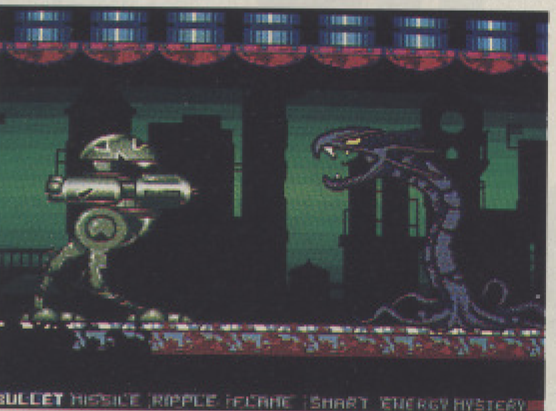
ELECTRONIC ZOO has acquired the rights to a Hungarian game which it claims will rival *Dungeon Master* and other role-playing games of that type.

Abandoned Places has a Dungeon Master-style play screen, but with a smaller window for the 3D view. Many role-playing fans will welcome the on-screen map and the ability to access character details from the same screen.

Unlike most RPGs of this type, the levels in Abandoned Places (12 styles in total) are linked by a landscape which includes cities, towns and people with whom the player can interact. All the monsters in the game have an intelligence, so rather than just attacking blindly they will carefully plan their attacks for the greatest effect.

The title refers to the places abandoned by the citizens of Kalynthia when a great evil emerged on their planet. You guide a specially trained party of four which sets out to destroy the evil presence in the land. With over 60 different spells, 70 minutes of music and 40 levels, this looks like being one to watch out for. Abandoned Places will be available in the New Year for £29.99.

Electronic Zoo also has some more games on the boil. ***Fireforce*** has you playing a member of the Special United Forces and completing a selection of solo missions in enemy territory. Each mission has a different objective for which you can choose the appropriate weaponry from a huge arsenal, ranging from a knife through to M16 assault rifles and rocket launchers. The multi-directional scrolling playing area contains a variety of terrains and will hold many surprises including armoured trucks, watchtowers and enemy soldiers. Fireforce will be available in December for £25.99.



Cardiaxx is being billed as the fastest Amiga shoot 'em up yet. This horizontally scrolling game is in the ***R-Type*** mould, but it sacrifices pretty graphics and parallaxed backgrounds for super-fast super-smooth scrolling. Cardiaxx is out now for £25.99.

Also due any day now is ***Under Pressure*** (which we reported on back in Issue 32 when it was known as ***Rybok***). The central character in the game is a huge bipedal robot which, like all the elements, is drawn with huge sprites. This horizontally scrolling shoot 'em up cum puzzle game will be available for £25.99.

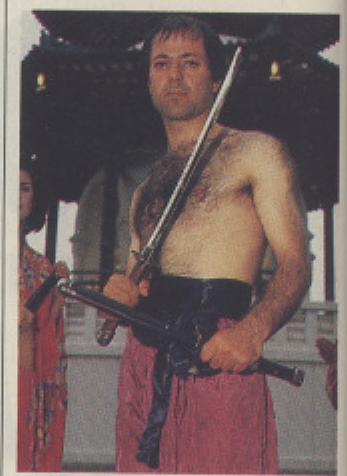
PALACE IN DISAPPEARING SOFTWARE HOUSE SHOCK

EAGLE-EYED READERS may have noticed that there was a strange omission in our Software Map Of The UK printed in the October issue. London-based Palace Software, formerly resident in palatial splendour near to King's Cross, seemed to have disappeared into some sort of Bermuda Triangle.

Palace fans should calm themselves however: the company is still very much alive, having recently became part of the French group that includes Titus Software. Palace is now representing Titus in this country, as well as maintaining its own product line and that of another French company, Simarils. The latest game from Simarils is ***Boston Bomb Club***, reviewed on page 62.

BOTHAM IS FIRST CELEBRITY

CELEBRITY is a new software label, set up to specialise in character licences. The first two titles in the range will be based on the exploits of Ian Botham and the recently redundant Radio 1 DJ Mike Read. All of the games will be written by Spanish development team Gamart.



WILL THE REAL FIRST SAMURAI PLEASE STAND UP?

NO WONDER Mev Dinc of development team Vivid Image made such a good job of *First Samurai*. Apparently his distant cousin Mevishi (pictured here with wife and concubine) is a real Samurai. At least that's what publisher Mirrorsoft would have us believe... who are you trying to kid? We'd recognise that hairy chest anywhere!



VIRGIN LOSES MASTER

VIRGIN GAMES has dropped its Mastertronic label and relaunched its Budget range as Tronix. In addition to the name change Virgin's budget range is to have a price increase from £7.99 to £9.99 and a large proportion of the back catalogue is to be cut (however, games affected by this move could still become available through other publishers). The first release on the new label is to be *Double Dragon II*, which will be available in November.



PUT YOUR FOOT DOWN

SPECTRAVIDEO'S new games controller is only worth treading on. No, it's not that bad, it's the first Foot Pedal Controller. The new addition to the Quickjoy range features three foot switches in the same arrangement as the pedals in a car, making it ideal for controlling driving games. Each of these can be configured to act like any of the joystick directions or the fire button. The Foot Pedal Controller costs £24.99 and is available now.

FOUR INTO 3

HAVING ALREADY established itself as a major force in the 8-bit market, System 3 is now concentrating its efforts on the 16-bit arena.

Formally the company maintained a release schedule of two or three products a year, but over the Christmas and New Year period it plans to release four major 16-bit products.



FUZZBALL

System 3 has already proved that it can produce excellent cute platform games, such as ***Flimbo's Quest***, so ***Fuzzball*** looks like being a competent and playable stocking filler, even if it's not the most original thing you've ever seen.

Guide your little ball of fluff around the screen by jumping from platform to platform, collecting the fruit bonuses and knocking off (literally), the enemy fluffies.

Yes, you have seen this sort of thing before, but it has some nice touches to recommend it. When you destroy enemies by firing at them they don't disappear but turn into small bouncing balls. You then have to knock them off the platform before they regrow into more aggressive types of enemy. Fuzzball is out now, priced £19.99.

MYTH

Myth will probably be familiar to anyone who has upgraded from a C64 or a Spectrum, since the 8-bit incarnation is a particularly strong and popular product on both of those machines.

The original game was a multi-section platform adventure set in various mythological periods. The hero, an acrobatic boy, has to defeat legendary monsters in each period before facing the ultimate evil, Dameron.

When the game was converted to popular console formats the main character was changed to fit the newly acquired ***Conan The Barbarian*** licence. And although the 16-bit version of Myth doesn't carry the Conan licence, System 3 has decided to keep a more squat and muscular central character rather than revert to the nine-stone weakling of the original.

While much of the plot and gameplay remains identical, the graphics, sounds and special effects have all been updated.

Myth will be available at the end of November for £25.99.

TURBO CHARGE

One thing that we're certainly not short of is driving games, but System 3 promises that its driving opus will be different. Rather than opt for Formula One or an ***OutRun*** style transcontinental race, System 3 has decided to go for the ***Chase HQ*** approach.

An evil crime lord has got hold of the details of United Nations Third World arms caches: and plans to take control of them and hold the world to ransom. His henchmen are heading for the arms dumps and it's up to you to stop them.

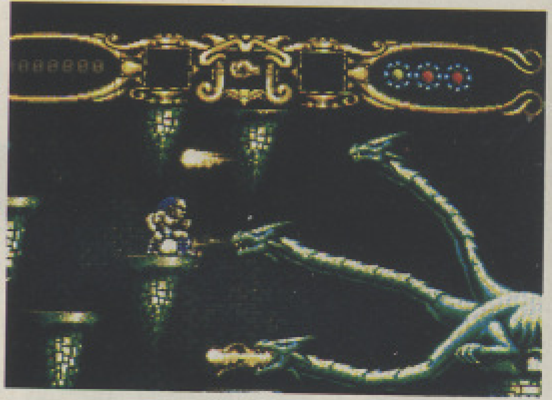
Turbo Charge employs a new control system which gives you greater command of the car's movements and allows you to concentrate on the shooting and chasing action rather than just keeping the car on the road. The action is enhanced by the addition of static screens at relevant moments.

Turbo Charge will be released at the end of the year, priced £25.99.

SILLY PUTTY

The chances are you won't have seen anything as silly or as original as ***Silly Putty*** in a long time. The central character is (get this) a piece of putty: not just any old putty, but intelligent putty.

It seems that Puttyland is being threatened by an evil wizard and our hero (the bit of putty) must save the day by helping a crowd of stupid robots to build a tower

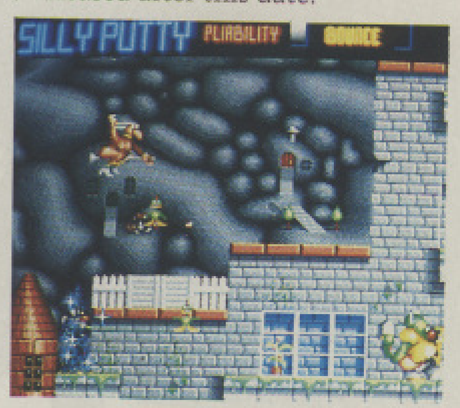


to Puttyland so that all the other putties can be liberated.

The game begins in Puttyland were our heroic putty must prove himself before the putty king. This involves getting through a series of test screens in which vegetables must be absorbed for pliability (stretch power), and babies (yes, babies) for bounce power.

Once he's proved himself, Putty must descend to the robot planet and begin his good work by protecting the robots when they shut down at night.

Silly Putty looks like being one of the most original, not too mention the silliest, releases of 1992, and will be available in February for £25.99. There may well be additional data disks released after this date.



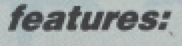
CLOCKWISE from above left: *Fuzzball*, *Myth* and *Silly Putty*.



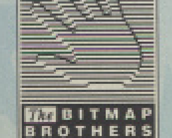
THE BITMAP BROTHERS

They've nicked his bike.
They've whipped his helmet.
This time they've gone too damn far…

NO ONE MESSES WITH THE BITMAP KID



stacks of levels • heaps of weapons • swarms of intelligent nasties
bonus games • secret rooms • loads and loads of power-ups





C1, Metropolitan Wharf, Wapping Wall, London E1 9SS

RECOMMENDED

For the best of the best, look no further. These have been highest scorers in our review pages over the past three months, and are worth a place in any collection.

MAGIC POCKETS 94%
The Bitmaps' first cutesie game is a hit. The beautiful graphics and Betty Boo music are amazing, well up to the usual Bitmap standard. Could even be their best effort yet!

RISE OF THE DRAGON 92%
Los Angeles is in danger from a supply of lethal drugs. In Dynamix' stunning graphic adventure you take on the role of a detective and it's up to you to find out who's behind it all.

KING'S QUEST V 90%
King Graham's castle, together with his family, has been kidnapped by an evil wizard called Mordack. Cedric the owl joins him in his bid to get them back in Sierra's classic on-going tale of adventure and fortune.

LOTUS TURBO CHALLENGE 2 91%
You've driven the Lotus Esprit in Gremlin's first car simulator. Now experience the ultimate ride across deserts and through snow, rain and fog.

ALIEN BREED 90%
Team 17 is new to the industry, but has already made an excellent alien-type game which has blood, guts and mayhem all over the place.

CRUISE FOR A CORPSE 92%
Delphine's Cinematique 'micro movie' goes back to the 1920s for a date with murder on board a cruise liner, in true Agatha Christie style.

HEX GOING BANANAS

SOFTWARE DEVELOPER and publisher HEX is out to impress Amiga owners with its conversion of a (believe it or not) environmentally sound arcade game *Top Banana* from the Archimedes.

Top Banana is a fast moving platform game in which you have to save the world from man's 'greed and stupidity' with (get this) the power of Luurve! In four different game worlds you must prevent flooding caused by melting ice caps, neutralise acid rain, release food stockpiles and save the rain forest.

Readers who remember previous efforts at environmentally friendly software with horror will be pleased to hear that Top Banana does at least feature some original ideas. You've heard of sound sampling before, but how about sprite sampling?

Many of the sprites used in Top Banana have been sampled from video and television, giving them a very unusual quality never seen before in computer games. Additionally the game soundtrack employs the principles of chaos to produce a semi-random, atmospheric accompaniment to the action.

Top Banana, which is supplied in ecologically friendly packaging (of course) will be available soon for £25.99, including a special offer for a T-Shirt for £6.99. Or you can order directly from HEX at **PO Box 737, London, SE5 9JG**, telephone (071) 701 0652, and get the T-Shirt free!

NEW MOUSE IS KIDS' STUFF

YOU MAY NOT think that your Amiga is meant for kids' stuff, Hardware firm Logitech obviously does, as it has just launched a mouse intended for five to 11-year-olds.

The mouse retails at £49 and comes supplied with some educational software. Shaped like a real mouse, the buttons represent ears and the cable a tail, and it is smaller than the average mouse to make it comfortable for young hands.

CALLING GOAL-DEN GOAL SCORERS

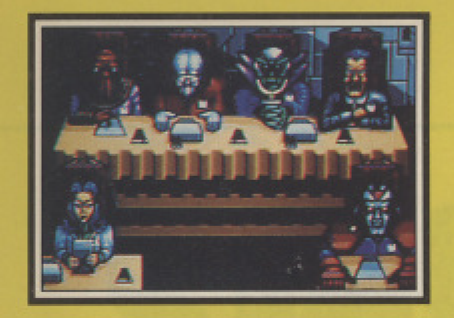
Following the cancellation of the ECES consumer show and the subsequent postponement of our national Kick Off 2 Championship, we at The One would like to get in touch with the following people: Dien Tran, Scot Symonds and Peter Halloran. If you're out there guys, please get in touch.

PIRATES BEWARE

THE USE OF copying devices for piracy could be at an end if Ocean has its way. Ocean has challenged the manufacturers of back-up and copying devices to provide software publishers with technical specifications for their devices. If Ocean gets its way, the back-up and copy unit manufacturers would supply enough detail to allow Ocean and other publishers to place protection against the devices within their programs. The request follows an earlier unsuccessful attempt to ban advertisements for the devices. At present it seems unlikely that the manufacturers in question will comply with Ocean's requests.

UTOPIA

THE CREATION OF A NATION













Screen shots from various formats.



"The best game Gremlin has ever released." **94%**



"A cross between Sim City & Populous." **93%**

GAMES-X
GAME OF THE WEEK

"Utopia is an excellent game."



93%

"The next Generation in Godgames"



Ace Rated **920**

Can you create Utopia? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend your money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.



Available on: PC (1992), AMIGA & ATARI ST/STE.

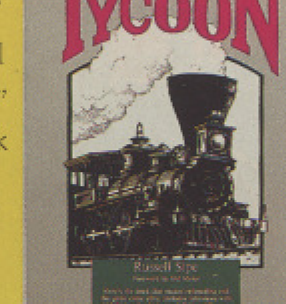
Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS.

WRITE ON

HERE'S THE FIRST of an occasional look at reading matter for games players. This month, Laurence Scotford looks at two books for train-spotters and a guide to world conquest.

The Official Guide To Sid Meier's Railroad Tycoon

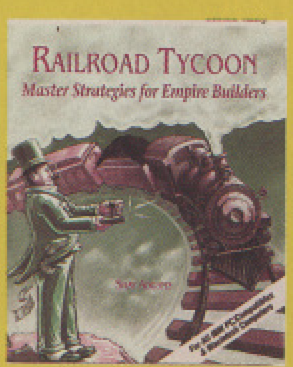
By Russell Sipe, published by Compute Books in conjunction with MicroProse. 196pp.



This is the only official guide to ***Railroad Tycoon***, containing a foreword by the game's creator Sid Meier and interviews with Meier and co-designer Bruce Shelley. Author Russell Sipe is not only an expert at Railroad Tycoon, but also a train buff, so this volume is dotted with fascinating historical snippets. The book talks the player through everything from the initial survey of land to building and running reconstructions of some of the world's most famous lines; and the formula used in the game have been panelled off, making them easy to pick out. Well illustrated with monochrome game shots, this is an entertaining and useful read which will appeal to all Railroad Tycoon addicts.

Railroad Tycoon – Master Strategies For Empire Builders

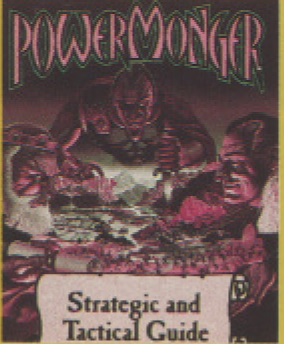
By Shay Addams. Published by Osborne McGraw-Hill. 262 pp.



Shay Addams will be a familiar name to readers of the ***Quest For Clues*** series of hint books,which were characterised by a clear, no-nonsense, detailed style; this book has been constructed in a similar way. Although this volume lacks the historical perspective of the official guide, it does go into a bit more detail and it is slightly easier to find the bits you want, especially as 'hot tips' are indicated by a special icon.

Powermonger – Strategic and Tactical Guide

By Bullfrog. Published by Electronic Arts in association with Bullfrog. £7.50 from most computer games retailers or direct from Electronic Arts, Tel: (0753) 549442.



This slim tome is the diary of one Ptarmigan Burlihoo, aka the Bullfrog development team, and it details the complete conquest of the ***Powermonger*** world, starting from the construction of the first tower through to the battle for the last unconquered town. Written in its witty 'olde worlde' style, this makes an entertaining and relatively painless read. You do have to read the whole thing properly to glean the tips on offer, but it's well worth the effort.

We're giving 25 of our readers a chance to get a copy of the official Railroad Tycoon guide. Just send the answer to this question on the back of a postcard together with your name and address to **Steaming, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU** by November 28th 1991.

Which of these is not a famous railway engine?

a) The Rocket b) The Flying Scotsman c) Bluebird

HEAPS OF GOLD

US GOLD PLANS TO dramatically cut the number of coin-op conversions it publishes from the New Year.

The company has had a flourishing relationship with both CapCom and Sega in the past and has converted most of the major coin-op releases from those companies to 16-bit computer formats. However, the recent growth of the console market, in which coin-op conversions are strong sellers, has caused a decline in the sales of 16-bit conversions, making many of them financially unviable. US Gold does promise, however, that really big coin-ops from the two companies will still be converted.

Golden Axe: **just one of the Sega conversions included in USG's forthcoming compilations.**

Meanwhile, fans of US Gold's conversions can complete their collections with two new compilations, ***Super Sega*** and ***CapCom Collection***. Super Sega includes ***E-Swat***, ***Golden Axe***, ***Super Monaco GP***, ***Shinobi*** and ***Crackdown***, while the CapCom Collection features ***Strider***, ***Strider II***, ***UN Squadron***, ***Ghouls 'N' Ghosts***, ***Dynasty Wars***, ***LED Storm***, ***Last Duel*** and ***Forgotten Worlds***.

Two other compilations for USG fans are ***Max Pack*** with ***Nightshift*** (right), ***SWIV***, ***Saint Dragon*** and ***Turrican II*** and ***Super Sim Pack***, containing ***Airborne Ranger***, ***Italy 1990***, ***Crazy Cars II*** and ***3D Tennis***. All four compilations are out now, priced £27.99.



SWEET DREAMS

THE HIT ITV CHILDREN'S PROGRAMME *Knightmare*, also a forthcoming adventure game, now has its own Adventurers Club.

The club is intended for anybody who enjoys the television programme, books, or computer game and wants to know more about the series. You receive a membership pack and a series of newsletters, together with competitions and special offers. To subscribe, send a cheque or postal order for £3.95 with a large self-addressed envelope and stamps to the value of 32p to Knightmare Adventurers Club, P.O. Box 405, Norwich, NR14 7DE.



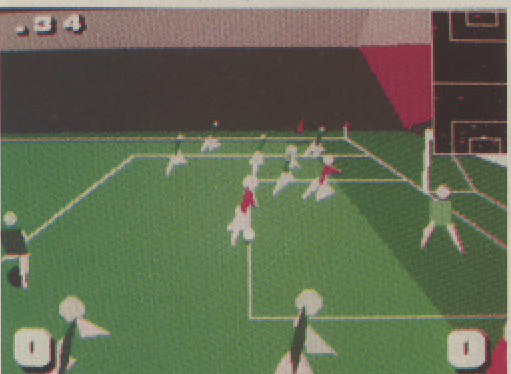
SOUNESS SIGNS UP

THE LATEST SOCCER STAR to be signed up for a computer game is Liverpool's one-time hatchet man and current sideline screamer, Graeme Souness.

Graeme Souness's Vector Soccer is soon to be published by Zeppelin Games on its Impulze label. As the title implies, the new game employs vector graphics rather than sprites: these are used for everything from the players to the goalposts.

The game plays in a similar fashion to ***Kick Off***, with two players playing each other or one against the computer. The player in the most advantageous position relative to the ball is player-controlled, while the others move themselves into good positions for passes and support. Matches can last from two to 45 minutes.

Finally, there are plenty of individual features such as crowd barriers, stadium, and corner flags which can be switched on or off as required. Graeme Souness's Vector Soccer will be available soon for £24.99.

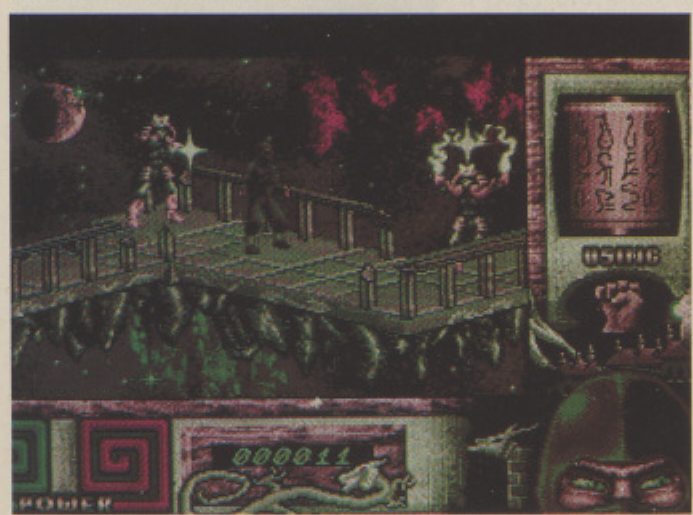


NO, IT'S NOT *Kick Off 3D*, but *Graeme Souness's Vector Soccer*.

THE VERY LAST NINJA

SYSTEM 3, the creator of the popular *Last Ninja* games, has announced that *Last Ninja 3* will be the very last one.

The company feels it has taken the theme as far as it can possibly go with Last Ninja 3, which it feels is the best of the bunch. Last Ninja was originally an 8-bit product, and ***Last Ninja 2*** also led on 8-bit machines. The 16-bit conversion was put together by Activision rather than System 3 and was almost unplayable. System 3 redressed the balance with ***Ninja Remix***, and now it is hoping to impress again, and sadly for the last time with Last Ninja 3.



LAST NINJA 3: absolutely the last one.

THAT WAS THEN ▶▶ NOVEMBER 89

WHAT AN ISSUE THIS WAS. It started off nicely with a swish black cover featuring *Chase HQ* and *Future Wars*, as well as our exclusive *Populous* levels disk – and it got steadily better.

In fact it turned out to be something of a 'Whatever happened to...?' issue. We brought you news of Herman Serrano's wacky graphics extravaganza, *Atomic Lunch*. Where is it now? Then we told you about *Randolph The Robot* and its revolutionary two-button joystick. What happened to that little gem? Then EMAP announced that it was taking over the annual September consumer show, that had previously been the PCW Show. And today? It's a trade only event.

Finally, in our now defunct Show Case feature we brought you early screenshots of a new game from the creators of *The Kristal* called *The Flaming Carrot: Armed and Ludicrous*, which may as well have been called *The Flaming Carrot: Armed and Unavailable*, since it never made it to the shops! It must be said though, that the second game that we featured from the team, *Tempus*, eventually made it as Psygnosis' *Obitus*.

While we're talking of things defunct, the original Grandslam was showing off its very last line-up, which included *Saint And Greavsie* and *Space Harrier II*.

Not everything in the issue was destined for doom and gloom though. The new lads and lasses at DMS came on the scene with the multi-vehicle *Driving Force*, and have since impressed us with *Shockwave* and *Escape From Colditz*.

Also new and selling like hot-cakes was Reflections' *Shadow Of The Beast*, a game which established graphics and sound, rather than playability, as the major selling point for 16-bit games.

Fortunately, *Tower Of Babel* had just appeared from Rainbird and restored our faith in original games. Unfortunately (for us 16-bit gamers that is) the author, Pete Cooke, has since decided to apply his talents to the wonderful world of console development.

Mirrorsoft was undoubtedly rapturous that the Bitmap Brothers' *Xenon II* had burst straight into the number one position on our charts. Meanwhile Bros had just announced their next opus, *Cadaver*, which was – shock, horror – not an arcade game, but an adventure game.

Another adventure game, *Future Wars*, clocked up 90 per cent in our review section, and was the top scorer amongst an impressive list including *Batman*, *Interphase*, *Power Drift*, and *Pro Tennis Tour*.

We rounded off this great issue with a rather silly Best Programmer Ever Cup, in which we were undemocratically helped by Sensible Software to select the best programmer from an awesome line-up of individuals like Archer Maclean, Andrew Braybrook, Geoff Crammond, and Dino Dini. And who was the winner? Well, this was a two-part feature, so you'll just have to wait till next month to find out, won't you?

• *Laurence Scotford*

CRITTERCAL COMPETITION



A BORING MACINTOSH is instantly transformed into a grinning green dragon.

HAVE YOU EVER FELT that your computer needs a little help with its personality? Then Critters could be for you.

Critters are cute furry things that attach themselves to your monitor or television set, giving your computer instant personality. There are four Critters available: the brown teddy bear, the green dragon, the pink bunny rabbit and the British bulldog. Each comes as a set of four furry pieces which are attached to the sides of a monitor or television with velcro. You can get your very own Critter by mail order for just £24.99 plus £2 postage and packing from Crittercal Computers Ltd, PO Box 300A, Surbiton, Surrey, KT6 5YA. One lucky reader, however, will soon be able to grace their computer with a critter absolutely gratis by winning our Cuddly Critter Compo. All you have to do to win yourself a cute friend is send the answer to the following question on the back of a postcard with your name and address to **Cuddly Critters, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU**. Your postcard must arrive no later than 28th November 1991.

Which of these cuddly toys has not been a television star?

(a) Big Ted
(b) Dan The Donkey
(c) Gordon The Gopher

RIP MICRONET

AFTER NINE YEARS OF SERVICE, British Telecom has closed down Micronet, its Prestel based computer magazine.

Micronet was a popular electronic magazine, accessed by modem, which carried a wide range of features and reviews as well as downloadable software. The service has never been profitable though, and BT has decided that, rather than increase access charges, it is time to close Micronet down.

The 12,000 subscribers to the service will be consoled with free registration with Compuserve, a huge American network.



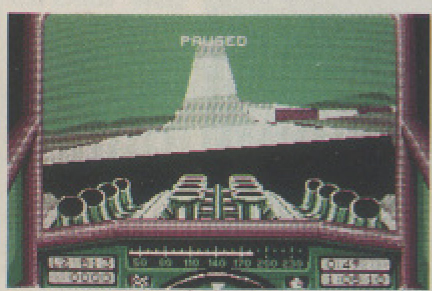
ONE OF THE MANY PAGES provided on the now defunct Micronet.

MICROPROSE GOES CHEAP

SOME OF MICROPROSE'S older titles are to be re-released on US Gold's budget Kixx label.

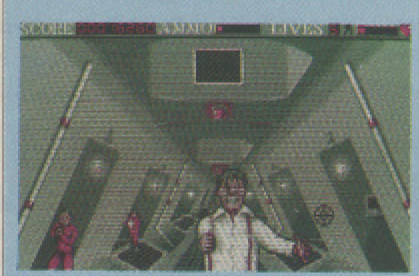
Kixx is to publish at least 25 MicroProse titles over the next two years. This is the first time that any MicroProse games have been available at budget prices, so many of the games will be several years old. A price has not yet been fixed, but £9.99 seems likely.

The first release under the new deal will be Geoff Crammond's superb ***Stunt Car Racer***.



STUNT CAR RACER **makes a welcome return run on Kixx.**

LICENCE TO THRILL



DOMARK HAS RELEASED *The James Bond Collection*, a compilation of three of its games based on the films.

The three games included in the set are ***The Spy Who Loved Me***, ***Live And Let Die*** and ***Licence To Kill***, all of them employing the action-orientated multi-section format that has proved popular with fans of the series.

James Bond also makes an appearance in Domark's other compilation, ***Super Heroes***, the line-up of which includes ***The Spy Who Loved Me***, ***Last Ninja 2***, ***Indiana Jones And The Last Crusade*** and ***RoboCop***.

TIP OFF

The sheer pace of the game, end to end action and tactical game play is the core of TIP OFF, a basketball simulation -

A SIMULATION WHICH IS GREAT FUN TO PLAY

Players' skills, attributes and fitness together with the astute substitution of players and change of tactics banks by the coach, holds the key to success in basket ball. TIP OFF, therefore includes some managerial aspects of the game. The main features are:-

* Multi directional scrolling screen
* Five skill levels. Skill level of both teams can be set independently.
* 1 to 4 players option. Option to play against the computer or another player or team up with another player against the computer or another player or two players.
* Facility to practice skills and tactics.
* Facility to create a team at all skill levels and design tactics.
* Instinctive Joystick controls to dribble, pass, shoot or do a dummy. There are two running speeds, two types of dribbling and passing and five types of shots at the basket (Jump shot, Hook shot, Skyhook, Running Jump shot and Slam Dunk).
* Each player on the court is an individual with a unique mixture of attributes (Age, Height, Flair, Pace, Stamina and Composure) and skills (Passing, Dribbling, Stealing, Shooting and Jumping).
* Two types of Leagues. Action Replay at 3 speeds.
* Extra moves are available using two independent button joysticks using the EXORLENCE System.

AMIGA, ATARI ST -
(ATARI D/S DISC ONLY)
IBM PC & COMPATIBLES
PRICE - £25.99





Amiga Screenshot's Shown

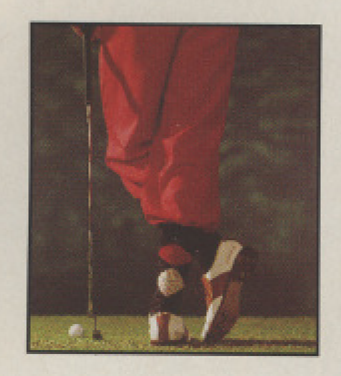
EASY TO PLAY - HARD TO MASTER

Published by



7 Millside Industrial Estate, Lawson Road, Dartford, Kent, DA1 5BH. Tel: 0322 292513/8 Fax: 0322 293422

What will you cha



MicroProse Golf

So accurate it will improve your game!

● The greens and fairways are brought to life by stunning 3-D technology viewed from numerous 'TV' camera positions.

● Change club, stance, foot position and swing to see accurately modelled results on any of six courses.

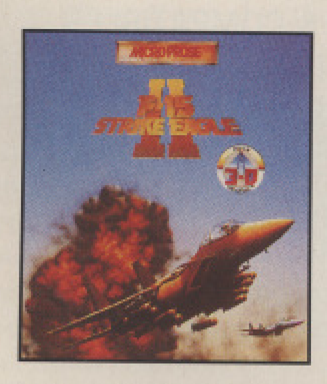


Formula One Grand Prix

Crashing gears, smoke, roaring engines and burning rubber.

● Race on all 16 Grand Prix circuits for any of the current teams in an attempt to be Formula One champion.

● Study the track, fine tune your car, and strap on your seat belt for the most realistic racing simulation short of driving a real F1 car.



F-15 Strike Eagle II

Take control of the USAF's premier dogfighting and strike jet.

● The fast flowing 3-D, constant action and easy to learn controls make it the best flight sim for beginners and experts alike.

● Fast and furious excitement, hundreds of missions which differ each time you fly them and all the high-tech gadgetry of air-to-air combat will have you flying again and again.



MicroProse Simulation Software - Yo

ange into tonight?



MicroProse Designer Software.

From a wardrobe brimming with classics it can be difficult to make a choice. You can slip into something different every night.

Produced to the highest quality with rigorous attention to detail, the MicroProse software collection gives you experience after experience, time after time.

Become a world class golfer, a Formula One champion, and a Top Gun pilot. Worlds of opportunity, adventure and excitement.

Get into MicroProse software tonight and bring your computer to life.

For details of your local dealer or a free brochure write to:
MicroProse, Unit 1, Hampton Road Industrial Estate,
Tetbury, Glos. GL8 8LD. Tel 0666 504326



You're not properly dressed without it.



HAL BARWOOD

Project Leader for Lucasfilm

WHILE ALL AND SUNDRY are trying to make it in movies, Hal Barwood is one of those rare people who has already made it in movies and is now moving out. With films like *The Sugarland Express*, *Warning Sign* and *Dragon Slayer* to his credit, what made writer and director Barwood want to work in the computer games industry?

"I've been interested in games ever since I was a little kid," he explains. "I've been designing games for my own amusement for a long time. It was only recently that the technology advanced enough to make it interesting professionally."

As Barwood himself says, both industries involve stories, visual design, sound and music. "We're starting to adopt the language of movies and incorporate it into the stuff that we do."

Despite the many similarities between making movies and making games, it is one of the major differences that really interests Barwood: "In a movie you sit back and watch and in a computer game you actively participate. That the player uses his own volition to drive the story forward is the principle difference between the two forms."

Barwood is under no illusions about the distance computer technology has to go before games become truly cinematic. His idea of the greatest breakthrough in games that has yet to come may surprise some people. "Movies underwent a revolution in the late 20s when sound replaced silent films. I think we are about to undergo the same revolution and we're about to start doing games where the human voice becomes an intimate part of what we do. That, I think, is the major thing we have to look forward to."

As games get closer to movies they also move further towards becoming true mass entertainment, and like many other industry figures Barwood sees the CD as the way forward. "I think that little silver platter is the key. Here you have a medium which can store a massive amount of data that can be played on your home entertainment system more or less the way that you now experience CDs for audio purposes. But instead there will be interactive computer games on them. I think that the machinery which is now used to drive high-end computer games will be available in very inexpensive packages and take advantage of the new CD technology."

As the step towards cinematic styles of computer entertainment continues, Barwood's movie experience is going to be invaluable for Lucasfilm. "I think of myself primarily as a writer and it helps to know how to construct a story," he admits. "To know how to tackle a big project and see it through to completion. To know how to manage and motivate creative people. In addition, in the stories that we do, drama takes the form of puzzles and it helps to be able to look at puzzles from a dramatic action point of view."

Those skills are currently being applied to Lucasfilm's latest project, *Indiana Jones And The Fate Of Atlantis*. When it was announced that the Indiana Jones films would remain a trilogy and no more would be made there were a lot of disappointed fans, including the team in Lucasfilm's games division. So Barwood was invited in to oversee the production of a fourth Indy adventure.

The team wanted this fourth quest to be something as colossal as the Ark of the Covenant and the Holy Grail, so the lost city of Atlantis was perfect. The project has had some creative input from George Lucas and Steven Spielberg; Spielberg in particular has moved the project towards a more science-fiction type scenario. With such a strong story and Barwood bringing his film talents to the game, it could well be the best Indy adventure to date.

Laurence Scotford
(Source Material: US Gold/Lucasfilm)



The only hot air about Indy Four is in the balloon – could this be the best yet?



GEOFF CRAMMOND

Games Designer and Programmer

FOR SOMEONE WHO HASN'T DONE MUCH, Geoff Crammond has certainly achieved an awful lot. The man who astounded racing enthusiasts in the early 80s with the highly realistic *Revs* was the same one who later astounded everyone else with the totally unique *Sentinel*. It seems that whatever Crammond turns his hand to is a success. Simulators certainly make up the biggest slice of his pie, his reasoning being that accuracy is very important to a good game. "If people believe it is as realistic as possible, they'll find it more worthwhile to use."

When his career in games programming started, it was on the then-popular BBC computer. Crammond was so impressed with the specification that he ordered one before it was officially launched. His first game was *Super Space Invaders*, which came about after dabbling with various *Pong* and *Space Invaders* machines at local petrol stations. This was quickly followed by *Aviator* (again on the BBC), his first commercially successful simulator. "Right from the start I was interested in games," he recalls, "and had really wanted to do it as a hobby. But then came the home computer boom and it just turned into a job."

SOFTOGRAPHY
- ***Super Space Invaders***
- ***Aviator***
- ***Revs***
- ***The Sentinel***
- ***Stunt Car Racer***
- ***Grand Prix***

With *Stunt Car Racer* and his latest release, *Grand Prix* (reviewed in this issue) both being heralded on 16-Bit in much the same way that Revs was on 8-Bit, Crammond appears to have gone full circle with the motor racing theme. But why start it in the first place? "I've always enjoyed Formula One and have followed it closely for some time. Actually, I would like to experience it first hand some day but it's probably a little too late for that."

Of his six games, The Sentinel was by far the most distinguished. One of the few true classics of 8-Bit gaming, it took players on a computer experience, as they moved cautiously around a three-dimensional landscape, avoiding the Sentinel's withering gaze. "I just had the idea for it one day," he explains, "I had the idea for the principle of moving around a landscape without scanning or accessing limitations, put that together with the idea for the game and there it was."

Despite the vastly differing range of 'original' games that have arrived since then, nothing has really reached the level of abstraction that The Sentinel achieved. "I don't know why that is. I've never really played any of the other games so I wouldn't like to say anything bad about them, but I don't know why they've never been as 'different' as The Sentinel."

Whatever the reason behind its unique style, no one can doubt the technical achievements Crammond made with it. In fact, most of his projects have pushed the computer's limits in some way. "I like to think that I have pushed each machine as far as it can go. Of course, you could go on forever, but you have to stop somewhere."



So with that in mind, what will his next project be? "There's nothing planned at all. I have a completely open mind about the future." An open mind that has so far led to The Sentinel, Revs and Grand Prix. An open mind that has so much to influence it (imagine playing The Sentinel in Virtual Reality). An open mind that probably won't stay that way for long.

Paul Presley

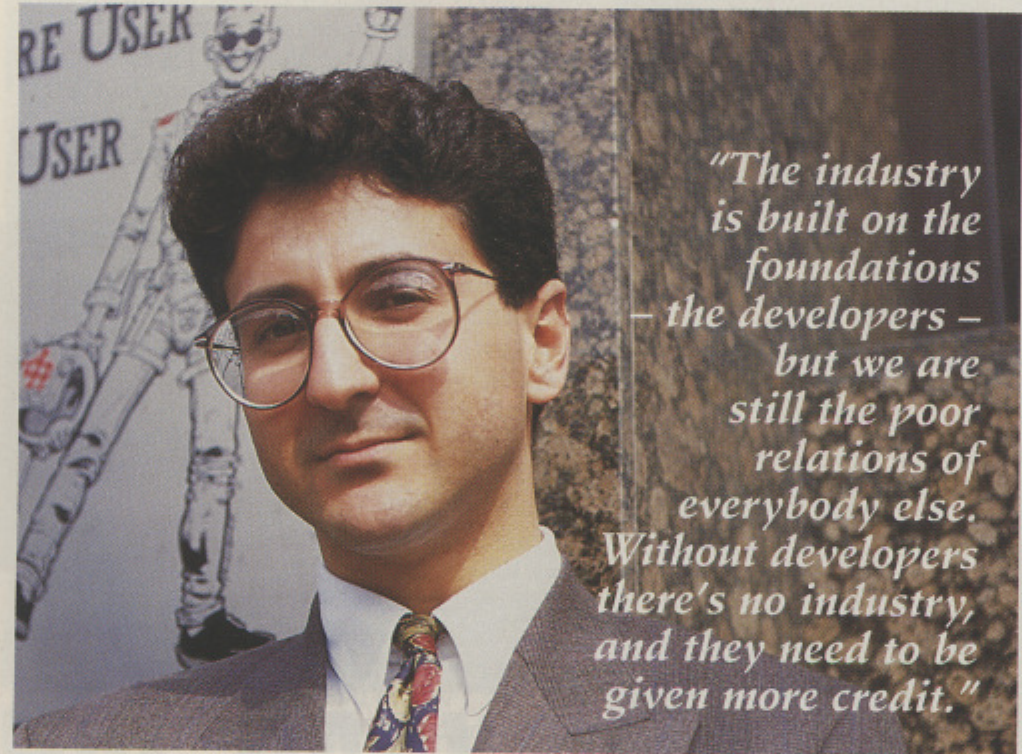


Photo: Laurence Scotford

"The industry is built on the foundations – the developers – but we are still the poor relations of everybody else. Without developers there's no industry, and they need to be given more credit."

DEAN LESTER

Game Developer and PR Manager

HOW DOES A FORMER medical student become the managing director of games developer, Teque, and the PR manager for games publisher, Krisalis? However it's done, Dean Lester is keeping the secret to himself. All he will say is, "I left to pursue a more exciting career in software". Of course, Lester didn't just walk straight out of medical school and into such an elevated position. He initially worked for both Audiogenic and Mirrorsoft, at first in the rather unglamorous position of box shifter. But a man of Lester's calibre is not going to remain on the bottom rung of the ladder for long. He soon moved on to project management and hasn't looked back since. When Teque in Rotherham dropped its programming side and set up as publisher Krisalis, Lester stepped in and resurrected Teque as a London-based developer.

In the face of increasingly damaging piracy and the recession, Teque operates on a simple but sound philosophy: "We put quality first in the anticipation that people will be prepared to pay for it in the long run." Teque deliberately avoids going for 'wacky stuff', but concentrates on producing games that publishers can sell and end users want. The aim with each game is to take a proven formula and improve upon it.

One Teque game which exemplifies this philosophy is *Pit Fighter*. This has become one of Lester's favourite projects to date, simply because there were a lot of people who looked at the original coin-op and said it couldn't be converted, but the end result has proved them wrong. "The Zoom feature is the one that everyone talks about," says Lester, "and we weren't asked to implement it, but we managed to do it by cheating." Once the project looked like it was going to be good, Teque decided to spend longer than originally anticipated making sure that everything was perfect. "We proved that coin-ops can be converted into enjoyable and playable games if they are approached intelligently."

While they were working on the conversion, Teque discovered that the original coin-op was called *Bloodsport*, and the ROM still contains lots of unused graphics, including digitised portraits of the development team. Teque also managed to correct some bugs which prevented the opponents in the games from executing certain moves.

The company's other recent project, *Shadowlands*, a role playing game for Domark, is another example of its philosophy at work. Teque has taken a standard formula and pushed it further than it has been pushed before. "My only regret," Lester exclaims, "is that because I designed it, I can't actually play the game myself."

Like many developers, Teque hopes to be more involved with consoles in the future and already has several projects in the pipeline. Quite naturally, it also wants to continue to be seen as strong at doing a good job on bread and butter projects such as coin-op conversions.

Lester has a machine himself, an ST which he's had for years, but not surprisingly he doesn't get a lot of time for playing games. "On the ST, *Dungeon Master* is without doubt the best thing I've ever played," he says. "The more you looked at it, the more perfect it became. With most games it works the other way round". On the whole Lester prefers strategy games like *Populous* to arcade games. Having said that, arcade games do get a look-in on his Game Boy, on which his favourites are *Super Mario Land*, *Golf* and *Tetris*.

So is everything sunshine and roses with Lester and Teque? Well almost, but there are still things about the industry that he doesn't like. "There is never enough time to do what you want. Projects always expand to fill the available time." That, unfortunately, is an insoluble problem, but the same can't be said for his other gripe. "The industry is built on the foundations – the developers – but we are still the poor relations of everybody else. Without developers there's no industry, and they need to be given more credit. This is where Domark, Krisalis, and Renegade are particularly strong. What they are doing is right. Of course, the sales and marketing side is also important, but they depend on us for their existence." Marketing men and publishers, ponder that if you will!

SOFTOGRAPHY

With Mirrorsoft, as Project Manager, and occasionally designer, Lester's games included:

- **Interphase**
- **Gravity**
- **Speedball**
- **Falcon**

With Teque:

- **Badlands**
- **Revelation**
- **Pitfighter**
- **Shadowlands**

There are currently three projects in progress.

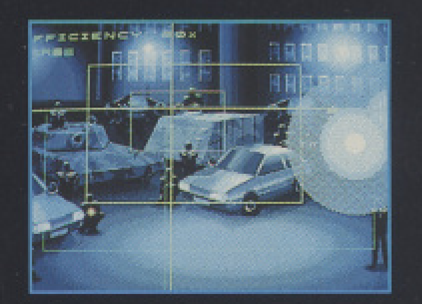
Laurence Scotford



BRINGS YOU A TOTALLY **UNIQUE** AND **ORIGINAL** MOVIE TIE-IN. IT IS A **FAST 3D POLYGON GAME**, FEATURING A CAR CHASE, **ALLEYWAY SHOOT OUTS**, CLOSE COMBAT WITH **NINJA ROBOTS**, JET-PACK FLYING MISSIONS AND MUCH MORE - ALL IN A **STAGGERING 3-DIMENSIONAL ENVIRONMENT.**









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Once again you've braved all sorts of adversity to put pen to paper, finger to keyboard, quill to papyrus and even blood to stone (there's at least one of you out there with a very sick sense of humour) all to make your views known to us folks here at The One for Amiga Games. It's heartening to know that you still care, but by our calculations there are still 4,136 of you who have never written us a letter – ever! Could you please put this situation right? By the way, you could even win a T-shirt for your troubles... so get on with it!

PRIZE LETTER

INDECENT HASTE?

Dear Sir,
Is it my imagination, or are current full price games appearing on budget labels a lot quicker than they used to?

The reason I ask this question is that I was very taken aback when I read in your last issue that Electronic Arts' brilliant arcade adventure *The Immortal* is now on the Star Performers label for only a tenner – less than three months after I paid more than £20 for it!

This is hardly fair on us poor games players – surely if a game is worth £20 or more in the first place it should still be worth that much a short time later.

My dad runs a video library and I know that in the video business there is a certain 'window' of time between when a film is sold to the rental shops (usually for more than £50 a go) and when it eventually appears in W.H. Smiths for a tenner or less.

Maybe the computer companies should get together and decide on the proper length of time that games should be out before they are put onto budget. As it is, I am starting to think twice now before buying any more full price games, just in case I can get them for half the price only a few weeks later.

Colin Palmer,
Croydon,
Surrey

Absolutely Colin, it must be heartbreaking to see a game for sale for half of what you paid for it only a few weeks after you've parted with your hard-earned cash (in fairness to Electronic Arts though, there was a good deal more than three months between the original release of The Immortal and its budget appearance). The problem is actually even worse when you consider compilation packages as well as straightforward budget releases: in this case games can often appear as little as three months after their initial showing. The major software publishers do have an association (the European Leisure Software Publishers' Association, or ELSPA), so maybe they could get together and decide a common policy to solve this problem. We'll let you know if anything happens and, in the meantime, there's a T-shirt on its way to you for your troubles Colin.

PLEASING THE ELITE

Dear The One,
I have been an *Elite* player for many years, starting off on the C64 and now on the Amiga, with its enhanced graphics and faster gameplay. I think Elite was well ahead of its time when it was released – and it's still better than some of the games that software companies dish out to make a fast buck!

This game's possibilities are enormous, especially with the 16-bit machines now about and I can't believe there are no plans for a sequel. This one game has given me many years of pleasure and I feel a sequel is long over due. I think I speak for thousands of *Elitists* out there!

I would also like to take this opportunity to say thanks for many hours of reading pleasure.

Russell Gunn,
Perth,
Australia

Your prayers have been answered. As we revealed last month, Elite 2 is currently under development and from the demos that we've seen, we're sure that it will live up to expectations. Watch this space for more details – and many more hours of reading pleasure!

A LITTLE BIT EXTRA

Dear The One,
I have recently changed from owing an Atari STFM to an Amiga 500, but I kept most of the software for the STFM. Could you please tell me if there's an STFM emulator for the Amiga, so that I can still play these games?

If not, could you advise me of any shops or clubs who would swap or buy my ST games. I would also like to know which half-meg expansion is the best value.

Now for my gripe. In your May Issue you ran a competition in which you could win several Tecno Plus packages. You stated: "Now for the good bit. Leisuresoft is offering all of the packages in this picture to readers of *The One* who write in and answer this simple question". I filled in the answer (which was Larry), and have heard nothing since.

David Parry,
Wirral,
Merseyside

Let me get this right. You had an ST and you decided to buy an Amiga, when you got your Amiga you then decided that you wanted to play your old ST games. Why? Anyway, yes there are ST emulators which you can get from most PD libraries – some are better than others, so it might pay to shop around. Both Tecno Plus and AddXtra offer expansion cartridges bundled with games, so they probably offer the best value. As for the competition, you took the wording a bit literally, why not have another go though, by entering the one on page 92?

TAKEN FOR A RYDER

Dear The One,
Having bought *PGA Tour Golf* when it first came out, I have continued to enjoy its great playability and excitement. I would question its durability, though: having only four courses, it's beginning to get repetitive.

Is Electronic Arts planning to bring any course disks onto the market in the future, such as Augusta, Shaol Creek and the recently famous Kiawah Island course?

Michael Rabford,
Rugeley,
Staffs.

Grrr... those sneaky Americans. The Ryder Cup is ours, it was a fix, Bernie should never have missed that putt. I bet someone in the crowd put him off, yeah that's it! We win by default... sorry, just a little miffed about the result (I had a bet on it). No, EA hasn't any plans for PGA Tour Golf data disks – sorry about that.

PRAISING YOUR PROFILE

Dear Sir,
I just thought that I'd drop you a quick line to tell you how much I like your new 'Profiles' feature which began last month.

I am an avid movie fan and really enjoy the similar features which run in *Premiere* and *Empire* magazines, so its really good to see similar information about the people who put computer games together. Keep this one running for ever please.

Kevin Thomson,
Stoke On Trent

Okay, okay, so we 'borrowed' the Profiles idea from a couple of other mags, but if an idea's good, why not? After all, other mags have been ripping The One for years! Anyhow, what do other readers think? Do you like them or not – and who would you like to see featured? Send your suggestions to 'Profile Particulars' at the usual address and we'll see what we can do.



BUT WHAT WAS IT DOING IN HER MOUTH?

Dear The One,
Following up Phil Mulholland's comments about joysticks in your September issue, I would like to pay my own compliments to the Cruiser Joystick.

The Cruiser has passed every test, including my little sister's mouth, the 30ft drop out of my frustrated mum's window and the test of time – it's lasted nearly three years so far.

I would give this excellent joystick 100 per cent for reliability.

**Adam Froud,
Sunningdale,
Berkshire**

Well, for anyone looking for a joystick there's one choice, but here at The One, we would also recommend the Competition Pro which is very durable and has a nice feel (although the fire buttons tend to stick now and then).

DON'T BE SILLY

Dear The One,
Look, I'm really sorry, but you're going to have to stop putting cover disks on your magazine. I buy seven or eight computer mags a month and most of them have demo disks attached.

I'm drowning in the things, they're breeding, I'm sure of it. Every time I turn around there seem to be twice as many. They're filling every nook and cranny of the house, there are disks everywhere!

To top it all, I haven't seen my family in three days. Come to think of it, last time I saw them they were standing near that teetering mountain of cover disks. You don't think they've... oh dear!

**Darren Hitchings,
Mildenhall,
Suffolk**

Oh dear, they might have... Oh well, not to worry, you've got all of those cover disks to keep you happy. I think the real problem is that you buy too many magazines, if you stuck to just one magazine a month you wouldn't be swamped by duplicating disks. Just make sure The One is the one that you stick to!

AWAY, AWAY, AWAY, AWOO

Dear The One,
Is Anco really planning a *Kick Off 3* or is my friend having me on? Oh, and I was wondering if your brilliant mag could produce a special feature on *Player Manager 2*, pleeaase?

**J.S.Duckworth,
Bolton,
Lancashire**

Didn't you read last month's issue? Kick Off 3 is for real. Steve Screech is working on it even as we speak (...write ...whatever). A Player Manager 2 feature? Well, maybe one day.

BRIAN CLOUGH NEVER HAD IT SO HARD

Dear Sirs,
I am only a normal person so I don't expect you to reply. I have written three letters to you and none have been answered (let alone published). If you don't answer this I'll... I'll... well, who cares what I will do.

I have been getting rather annoyed (if that's how you describe pulling your hair out and throwing your hi-fi out the window) about *Player Manager* – I keep getting the sack. This cannot be because I am not doing well because on most occasions I have been top of Division 2 (or thereabouts) and still in the Cup.

Recently though, I nearly ripped up *The One* because of my annoyance. This is how the league table looked in my second season. [Kevin then goes on to show how he is top of Division 2, 12 points clear] I was in both the Cups and after saving it, I beat Everton in the third round, 4-1. My managerial rating decreased from 31 per cent to 12 cent and I knew that I would have to win my next game to avoid getting the boot.

I did so, beating Chelsea 3-0, and went on, only to find that I was sacked. This was after winning Division 3 by eight points and beating Tottenham ☞

SPEAKER'S CORNER

Another month, another lengthy debate about mail order companies. Can any of these people be trusted? **John Joseph Mercieca** of **Malta** doesn't think so:

"Here in Malta it's almost impossible to find original software for sale. I have to rely on mail order firms to buy these games. Just over two years ago I sent for a few games from Softsellers. Four of them arrived but the others failed to arrive for over a year..."

Perhaps the airline lost them. I once went to Switzerland while my baggage enjoyed a holiday in the Bahamas...

"I checked through the bank and found that the cheques I had sent had been cashed. Only after I read in a magazine that Softsellers had gone bankrupt did I know what had happened."

Kevin Allen of **Liverpool** has also had problems:

"A year or two ago I sent off a cheque to Worldwide Software for a substantial amount of money, ordering seven games. I chose Worldwide because I had seen their adverts running in yours (and other) mags for some time so I assumed they must be pretty trustworthy. I never heard a thing, despite constant letters and phone calls, until just recently your advertising staff informed me they had gone bust. I feel completely ripped off."

It seems that every time you turn around another mail order company bites the dust. Is anyone still making a profit? **Ian Caufield** of **Chorley** seems to think so:

"Over the years I have used many mail order companies, but the one I would like to mention is Premier Mail Order. I've had many dealings with this company and every time I've had a first class service. For instance, one program I bought was faulty so I contacted them to explain the problem and they said they would send a new disk. The following day I received it."

Meanwhile, back in Malta:

"I tried my luck again with Worldwide Software, this time using a credit card as payment. This time most of the games arrived after two or three weeks and my queries by fax were answered immediately and efficiently. One day, when I had ordered about six games, a letter arrived declaring that Worldwide had gone bankrupt. What I would like to ask is how can I know if a firm is about to go bankrupt?"

There isn't really a way of telling in advance, short of hiring a medium, but you seem to have hit upon a relatively safe way of ensuring your money isn't lost. On a lighter note, **Scott MacHines** of **Invergordon** has an idea:

"Why oh why oh why..."

...what do you think this is? *Points Of View*?...

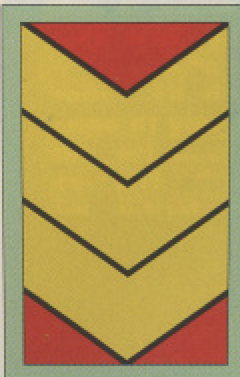
"...don't companies put a game's end sequence onto a separate disk? This would leave space on the others to improve the main game and would ensure better end sequences."

Yeah! And you could have the intro sequence on another disk and the high-score table on another and... Seriously, it's not a bad idea but we'd probably end up like the IBM PC market with more disks than sense (*Wing Commander 2* comes on 16 disks and takes over two hours of preparation time before you can actually play the game!).

Right, before we go is there anyone else? Oh, Malta again:

"Now I am ordering games from a company called Strategic Plus Software who until now have been most efficient, sending an updated and well printed catalogue every few months. I hope nothing goes wrong with them, otherwise I won't be able to trust any other mail order company again."

At this stage, mail order companies must be living in fear of receiving your order, you seem to be the kiss of death (just kidding)... Anyone else got anything to add?



SERGEANT SOFTWARE

Once again the heartless N.C.O. ignores your heartfelt pleas for assistance...

MANY UNHAPPY RETURNS

Dear Sarge,
This summer I had to send my computer away to be fixed as the sound quality wasn't good, luckily it was still under warranty or I would have had to save more money. They requested that I sent four or five games. So I sent these games: *Panza Kick Boxing, Viz The Computer Game, Super Cars 2, Kick Off 2* and *Kick Off – The Glory*.

When I got it back, I unpacked it only to find they hadn't sent the games back. These were my best games and cost a lot of money. Please, please could you replace them for me?

Philip Keeley,
Liverpool

Nice try mate, but it's plainly obvious that if this actually happened to anyone they would contact the people that they had sent their computer to and badger them until they returned their games.

AN UNUSUALLY RUDE AUSTRALIAN

Dear Sarge,
There's no point stuffing around. If you don't send me some software, you nancy mongrel, I'll come over there and rip your arms off! It'd better be quick and it'd better be good because I'm getting bored with all the garbage over here.

And don't try to give me one of your poofy replies either because it'll only make me angrier! Thanks mate.

Steve Foye,
McMahos Point,
Australia

Who are you calling mate, pal?! Getting straight to the point isn't going to get you anywhere, not here anyway! In the past we may have given away some software to someone who was blunt, but copying the idea is a bit sad! All I can say to you is... any time pal, any time!

ODE OFF

Dear Sarge,
Yo Sarge, what's happening, man.
You know I'm a real computer fan.
I don't plead to you with pity or sorrow.
Neither do I wish to borrow.
I do not write to tell you my tragedy.
It's not the way it ought to be.
Begging and lying is not my game.
It's purely greed that is to blame.
But a bundle of games would not go amiss.
It would make my spare time truly bliss.
Though if you are in a rejectional mood.
I'll still consider you a pretty cool dude.
I hope that you enjoyed this rhyme.
And I thank you for your attention and your time.

Jeremy Spinks,
Folkestone,
Kent

That's rap with a capital C.

2-0 in the Cup Final, all in my first season. To top all of this, I was £187,000 in the black!

Could you please tell me if I have a faulty copy of Player Manager and if so, do you think Anco will change it as I have had it for around five months?

Kevin Maciver,
Currie,
Edinburgh

All we can say is that you deserve all you get for beating Tottenham 2-0 in the Cup Final. How could you do this to a group of men who are the most skillful, noble and, indeed, handsome ever to grace the British turf? Anyhow, you'd be better off talking to Anco.

THINGS TO DO WITH KICK OFF 1, 2 AND 3

Dear The One,
I have read the recent *Kick Off 2/Player Manager 2* suggestions in your letters pages with interest and would like to add some of my own.

The overhead kicks from *Final Whistle* were a success. Your other interesting ideas were the corners and the offside. The corners would have worked if the players didn't all wait on the near post, thus making a deep corner useless.

The offside would have eliminated the boring tactic of wellying the ball upfield for a fast forward to score easily. However, the defenders need to be programmed to move up in order to catch people offside.

Finally, how about implementing a backheel? Reversing the joystick when you haven't got the ball would activate it.

Geoffrey Duggan,
Newton Abbot,
Devon

You can already backheel the ball by reversing the joystick when you stand still. What we could do with is some new ideas for Kick Off 3 though. Ah, here's some now...

MORE KICK OFF BITS AND BOBS

Dear The One,
A while ago (we get your issues two months late here), you asked the public if they had any suggestions for the next version of *Kick Off*. Here's what I'd like to see (in no specific order):

1. The entire ball to go out of play.
2. Flood-lit games.
3. Fouls for obstruction.
4. A congratulatory screen when you win a league or a cup.
5. Players being 'de-selected' if they fall over.
6. Players no longer seeming to fall over the ball.
7. A tally kept of who scored the goals, displayed at the end of the game.
8. The ability to edit the players' names.
9. The crowd chanting the team names or even enthusiastic murmurs when a team is close to scoring.
10. The net to move when the ball hits it.
11. Players not to be able to run through the net.

I could go on for a while, but there are a fair number of suggestions there that I think are good, but others which may detract from the pure simplicity that is the Kick Off hallmark.

J. Seddon,
Eastbourne,
New Zealand

Here's an idea. How about sending Kick Off3/Player Manager 2 suggestions to Anco as well as us? You never know, they might just make it.

Got something to get off your chest? Then why not put it on paper and send it to us here at The One, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU (Sergeant Software letters should be clearly marked as such). The Letter Of The Month (should we decide to award it) will earn its author a T-shirt. All correspondence should be confined to one side of the paper and, where possible, to a single sheet. The editor reserves the right to edit any letters as he sees fit. Please do not include an S.A.E. as, due to the volume of mail received, we are unable to make individual replies.

Knightmare

"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

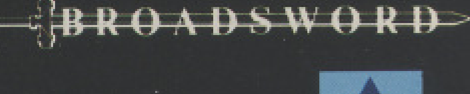
Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkably horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?

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WRESTLE



TWO FALLS AND ONE SUBMISSION

AS EVERY SELF-RESPECTING Big Daddy fan knows, wrestling actually began around 2600 BC. It was the most popular sport in the ancient Olympic Games and has been played for hundreds of years in various forms all over the world. WWF is wrestling at its most commercial. The heroes are national superstars and besides the virtually obligatory Schwarzenegger-like looks, one prerequisite is some hefty ham acting talent.

The top fighters divide into two rival camps; the true-blue lovers of American hamburgers and Mom's apple pie under figure-head Hulk Hogan, and the anti-American militia that makes up Sergeant Slaughter's corps. The World Heavyweight title, currently held by three-times champion Hogan, has been a bone of contention between the great man and Slaughter for some time. Hogan wrested it from the Sarge at Wrestlemania VII but was later the victim of a sneak attack in which the Sarge and his crony General Adnan threw fire into his face and caused severe burns to the left side of his head. All the wrestlers have huge fan clubs and followings and they work hard to keep their groupies entertained: Macho Man Randy Savage recently staged a proposal in the ring.

It's not meant to be sport (though no one would admit it), it just makes very good TV and as the sale of vast amounts of WWF slippers, duvet covers, popcorn tins, crayon-by-number sets and make-up kits shows, it also makes a lot of cash.

As Ocean prepares its first official wrestling licence, Kati Hamza locks arms with Hulk Hogan and gets a crash course.

In the US the World Wrestling Federation (WWF) is big. Real big. Each year, the nicest and the nastiest slip on their skin-tight lycra underpants, comb out their glossy shoulder-length locks, oil their biceps and leap over the ropes to slug it out for the grand prize in such meets as Summerslam, Survivor Series, Royal Rumble and Wrestlemania.

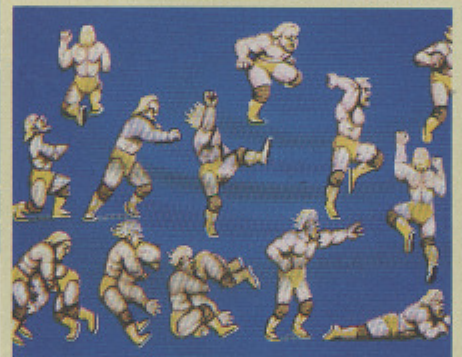
In America the matches attract thousands and ever since they started being transmitted on satellite and cable in the UK there's been a growing audience over here. Each month 200,000 copies of the official WWF magazine wing their way to British shores and we even have our own WWF wrestler, the British Bulldog.

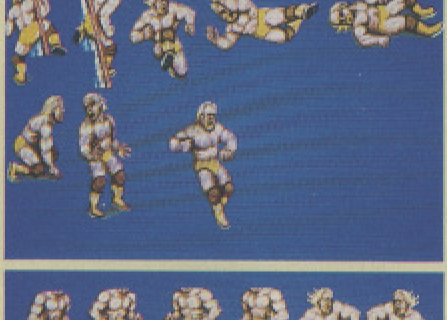
Among WWF's most ardent UK fans are the programmers at Twilight Software, who have access to Scottish cable TV. When they were approached by Ocean, official holder of the licence for the WWF computer game, it was like a dream come true and gave them the opportunity to immerse themselves even further in the world of wrestling. "We've been studying the magazines, looking at the pictures, examining photographs, we've even got a whole selection of WWF videos," says Mark Mason.

The game itself is based around the WWF championship tournament, Wrestlemania. Your mission is simple: battle your way through the tournament in a series of one-on-one matches, rake in enough points to get you into the ring for the World Heavyweight Championship, then battle it out to see who gets the belt. As this is the official licence, it features genuine Wrestlemania heroes. You have a choice of three good guys to play (the British Bulldog, Hulk Hogan and the Ultimate Warrior) and there are five arch-villains to wrestle against: The Mounty, Warlord, Mr. Perfect, Ted Dibiase and finally, for the hotly contested World Championship belt, the phenomenally tough Sergeant Slaughter.

In making these character choices Twilight has gone for a moral rather than a realistic angle. Hulk Hogan is currently the real WWF world champion (he actually won the belt from Slaughter) so by rights you should be fighting him for the championship, but that would involve the player taking the part of the bad guys. In any case, there's a very good chance that the software may outlive the champ.

Obviously one of the team's key priorities has been to capture as much of the over-the-top, larger than life WWF atmosphere as possible. "We want it to give you a genuine impression of the real thing so we've made the sprites as big as possible and included a large scrolling ring," comments







THANKS TO TWILIGHT'S selection of WWF videos, there's been plenty of opportunity to study how real wrestlers move. As well as a whole series of conventional moves, every individual wrestler has a personal speciality, such as Mr. Perfect's PerfectPlex. The screenshots you see here are just some of the animation frames for current World Heavyweight Champion Hulk Hogan – there are just under a hundred in all. Where the sprite seems to split into a mirror-image of itself, it's actually the immortal Hulkster performing the same move in both directions.

MANIA

PROJECT
Wrestlemania

PUBLISHER
Ocean

AUTHOR
Mark Mason (Coding)
Andrew Swans (Coding)
Martin Severn (Graphics)

INITIATED
May 1991

RELEASE
November 1991

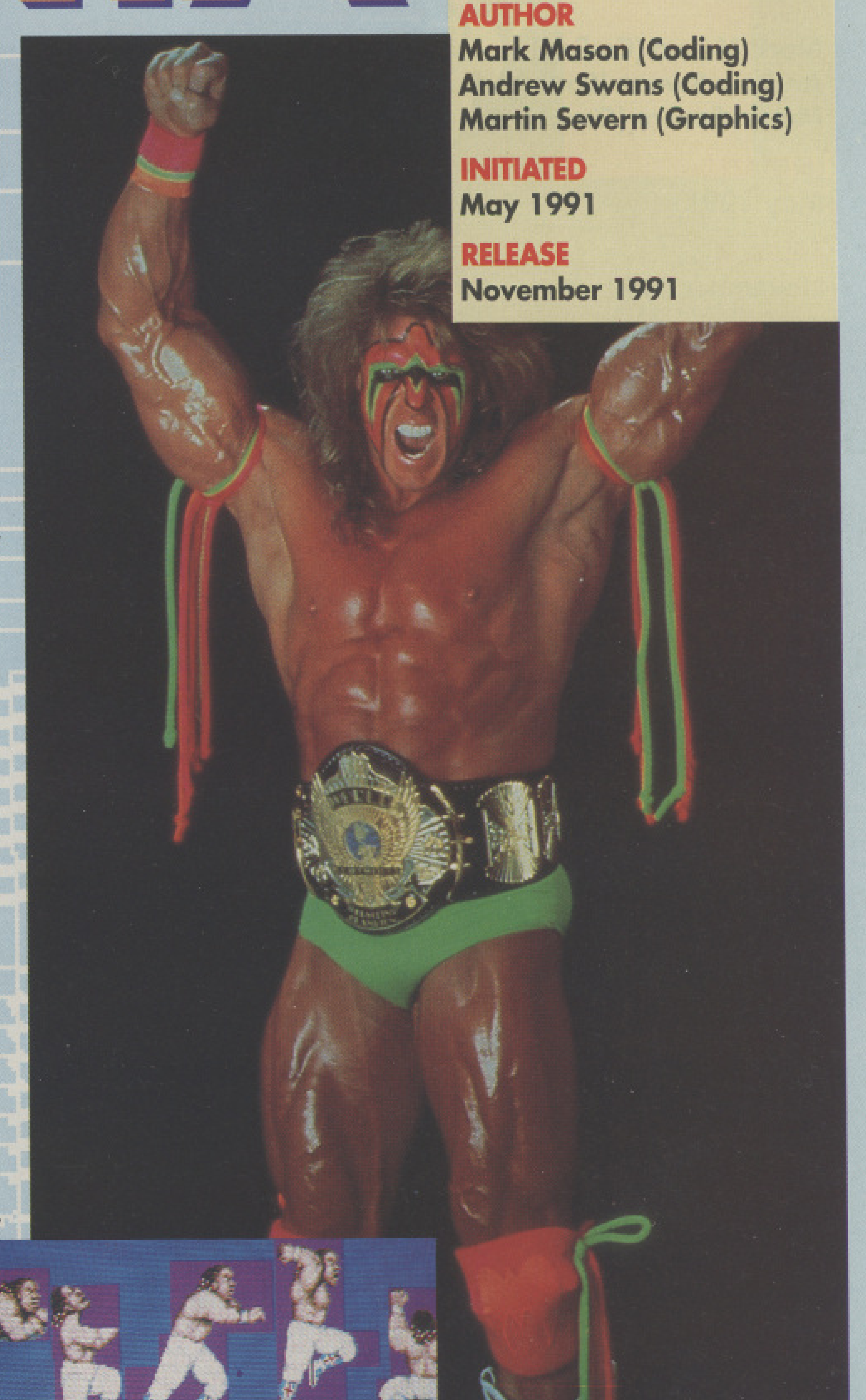
Mason. At their full height, the individual character sprites sport a massive physique of 80x48 pixels in a gigantic 8-way scrolling ring nearly three by two-and-a-half screens in size.

In WWF wrestling it's not unknown for participants to get so riled that they leap or get thrown out of the ring and into the audience for double the cheers. Cheating is another favourite WWF activity: wrestlers often bring in their own props and flagrantly break the rules. All this and more is possible in Ocean's Wrestlemania . Not only can you punch, kick and beat seven shades of leotard out of each other in the ring, you can fight outside it too. Alternatively, why not just pick up a chair and beat your opponent over the head?

At least as vital as all these gimmicks is smooth and user-friendly gameplay. Twilight has made a concerted effort to improve joystick handling and make the hero as easy as possible to control. At this stage, they're not prepared to reveal too much about the details but Mark insists that anyone can play no matter how experienced they are.

At the moment, the team is putting the finishing touches to the last of the individual characters' moves. After that it'll be on to one of the most difficult tasks of the whole game – fine-tuning the actions of the computer baddies and making them intelligent enough to play really well. Everything has to be put through its paces by independent testers before Mark and co can be sure it's absolutely right. "We're not really new to the game any more so it's

Thanks to BSkyB photographic services for pictures. Fans of WWF can get a regular dose of the sport on Sky Sports Channels.



IF THE FACE (below) reminds you of the British Bulldog (Davey Boy Smith), it's a tribute to some intensive study of Davey Boy photos. For Mark Mason and Andrew Swans, including all these elaborate acrobatics have proved something of a headache. "It's surprising how much you can do with two guys in a ring. Getting it all to fit into memory is really tough." To make it easier, Martin has deliberately drawn the massive hero sprites in less memory-intensive bits: separate torso and leg components use up far less space.

SOUND

FINAL PLANS for *Wrestlemania's* sonics haven't been made yet, but Mark and the rest of Twilight's WWF fans have a pretty clear idea of the kind of sound that they want. "Digitised noises, mainly slapping, punching and thumping – anything that gives you a sense of really being there. Hopefully we'll be able to fit in a few crowd cheers and maybe some sampled speech, but it all depends on how much time and memory we've got left."

PROJECT
Wrestlemania

PUBLISHER
Ocean

AUTHOR
Mark Mason (Coding)
Andrew Swans (Coding)
Martin Severn (Graphics)

INITIATED
May 1991

RELEASE
November 1991

IN AN ATTEMPT to recreate something of the TV atmosphere, portraits of the opponents are clearly displayed during a match. One's the good guy, one's the bad guy – can you spot the difference?

hard for us to tell," says Mason.

Twilight consists of10 men and has been going for nearly a year and a half, though it hasn't hit the headlines – yet. "We've been working very hard trying to get ourselves established, building the firm up," says Mark. They initially went their own way as independents because of disenchantment with the companies they had been working for. As veterans of the software industry with an average of seven years experience each, they wanted to be completely in control for a change.

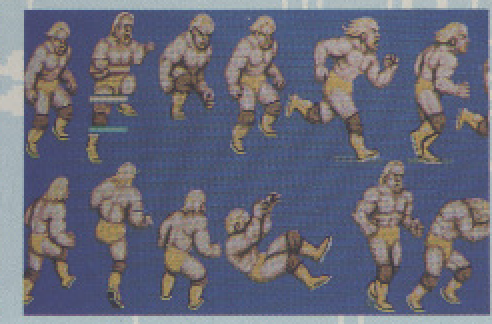
As well as Wrestlemania there are three other major Twilight projects in the pipeline: *Videokid*, an original game, plus *MegaTwins* and *Menander Brothers* for US Gold. They should all be in the shops in time for Christmas, and for the Twilight team that means pulling out all the stops. In the next few weeks there's going to be lots of coding, plenty of late nights and not much cable TV.

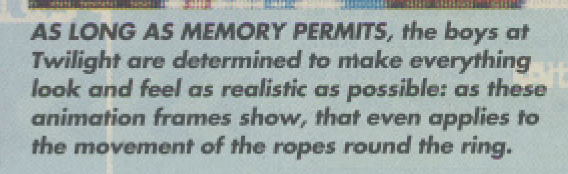
LIKE MOST ASPECTS of the game, the final ring design is the result of some collaboration between Ocean and Twilight. "It's not 3D but we wanted it to have a 3D look and we wanted it to look big, so this smooth scrolling system is what we ended up with."

DON'T BE FOOLED into thinking that one wrestler fights like any other. Not only are they each endowed with special moves, they're also designed to show different fighting characteristics. "Some punch and kick more than others – the idea is that each wrestler should have his own personal feel. It's up to you to work out the best way to defeat them." If this all sounds a bit daunting, don't despair. A practice game with a two-player option will be included in the final version so that players can try out any kind of move before they attempt the real thing.

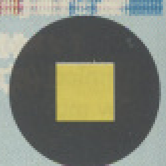
CROWD PARTICIPATION is an essential factor behind the fun: the audience jeers, boos and cheers and the wrestlers play to the stands. The game wouldn't have been complete without an audience and this is an example of what Twilight has come up with. Memory restrictions mean that there's no room for extensive audience animation but this cartoony look was considered a good enough compromise.

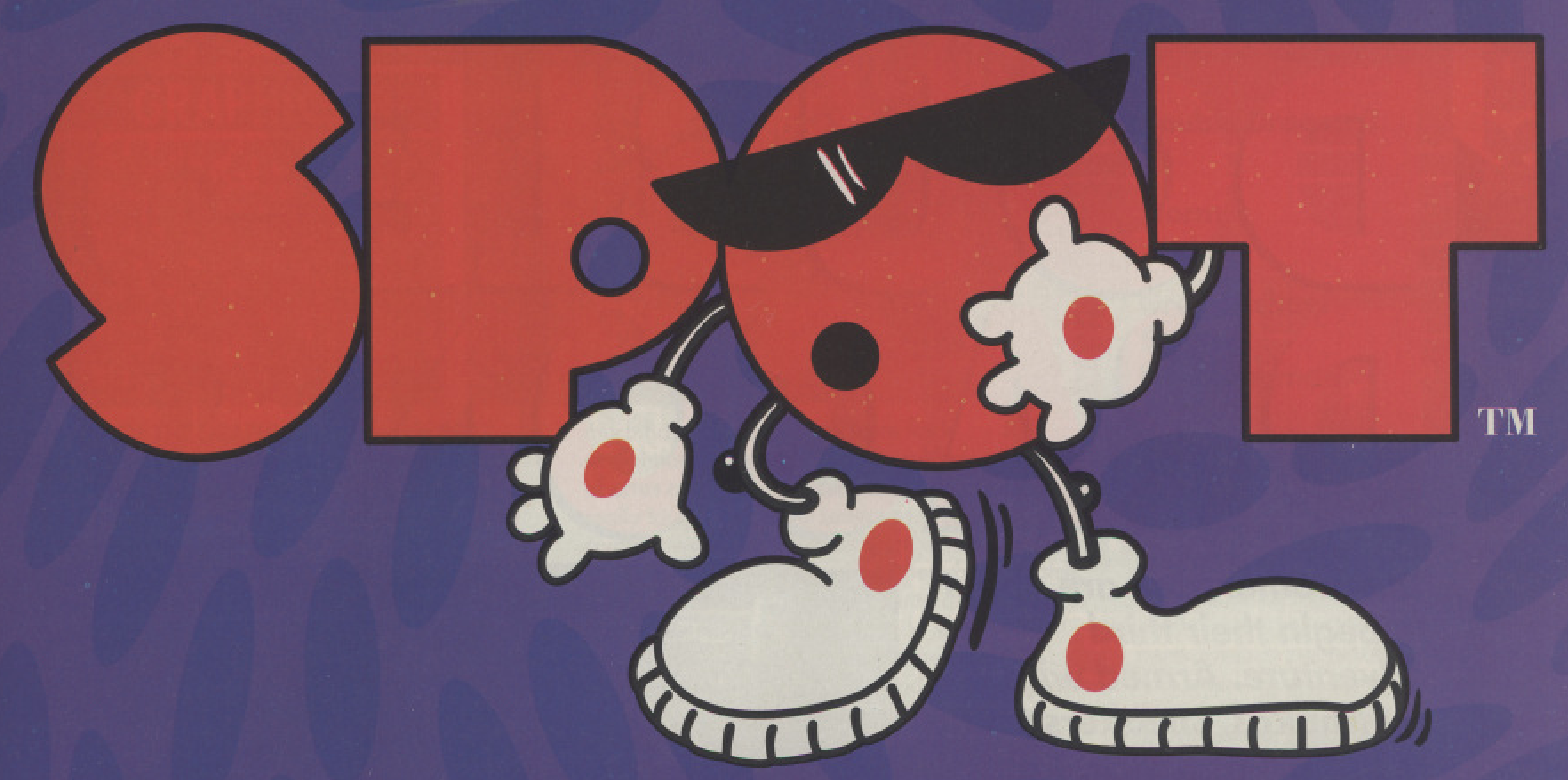






AS LONG AS MEMORY PERMITS, the boys at Twilight are determined to make everything look and feel as realistic as possible: as these animation frames show, that even applies to the movement of the ropes round the ring.

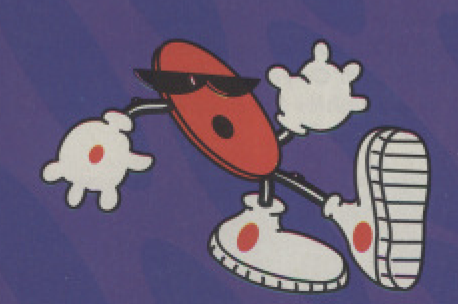




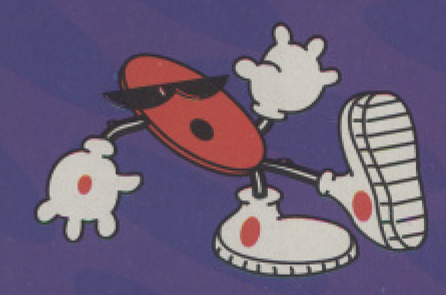


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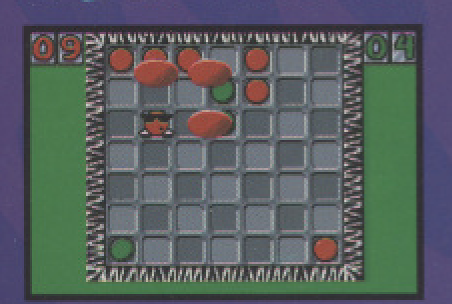
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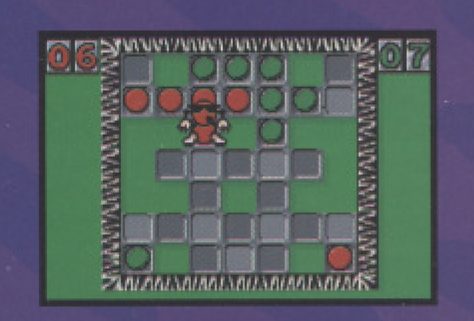
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Amiga screen shots shown.









DOUBLE DRAGON 3

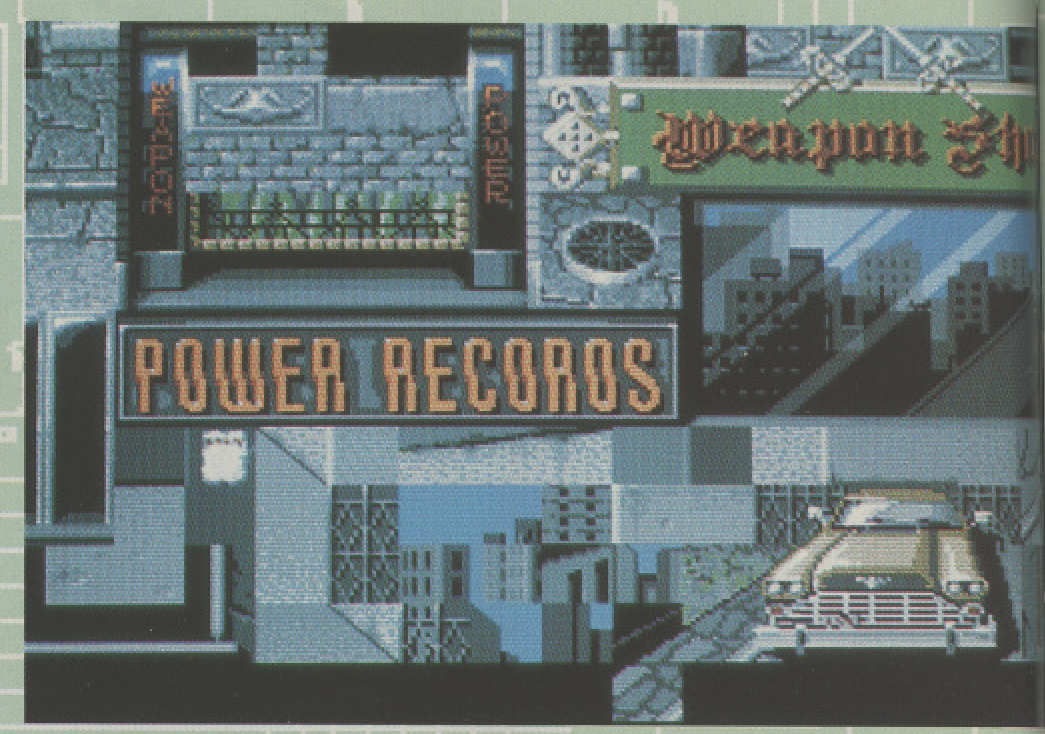
The Brothers Lee are about to begin their third adventure. Armed with nunchukas, sneakers and a mean flying punch, Kati Hamza hits the streets with them.

EVER SINCE TECHNOS' *DOUBLE DRAGON* SERIES first hit the arcades, kids the world over have been pumping their silver into the magic slots. The cult is so powerful it's actually about to break on to the big screen – a multi-million dollar Double Dragon movie is reputedly under wraps.

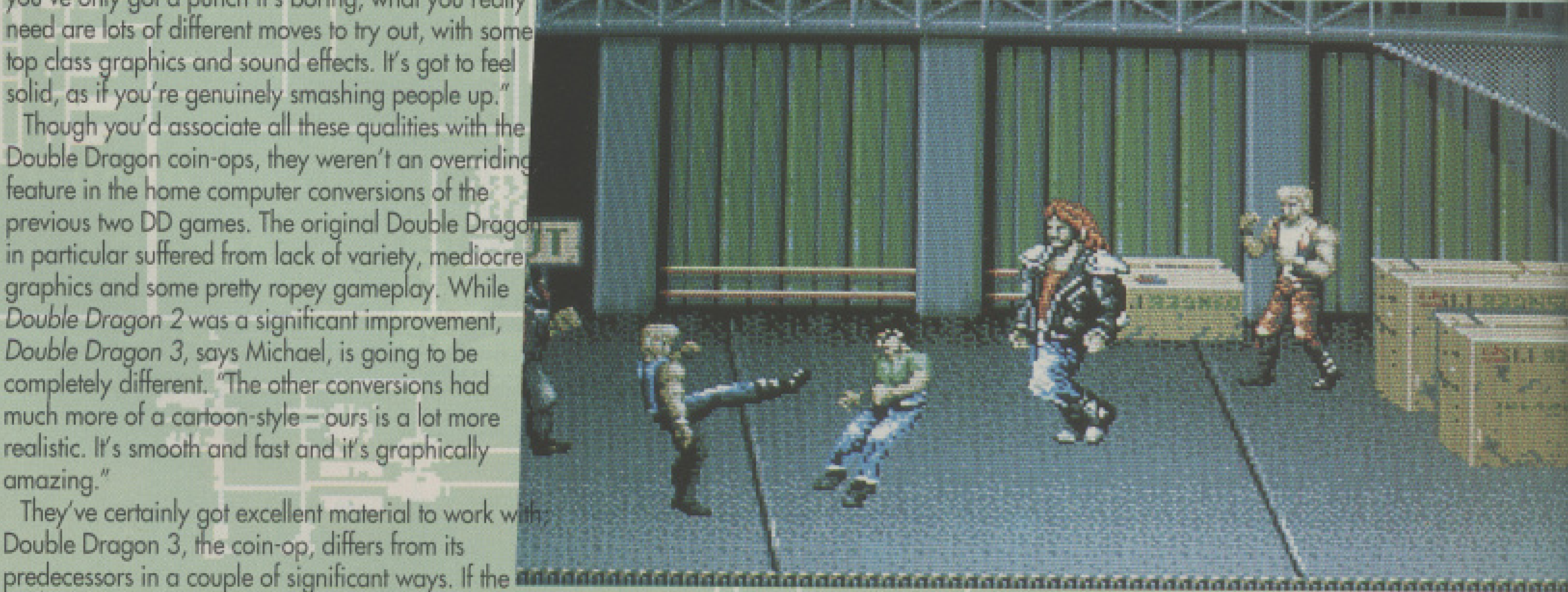
So what's the secret of its world-wide popularity? "Maybe it's because lots of people like fish and chips and kebabs and there's always a Double Dragon coin-op in the shop," suggests graphic artist Ned Langman. "Or it could be because there's an R in the month." What they do know is that the games meet all the criteria they consider essential to an excellent beat 'em up. "It's got to have plenty of variation," explains Greg Michael, one of the programmers. "If you've only got a punch it's boring; what you really need are lots of different moves to try out, with some top class graphics and sound effects. It's got to feel solid, as if you're genuinely smashing people up."

Though you'd associate all these qualities with the Double Dragon coin-ops, they weren't an overriding feature in the home computer conversions of the previous two DD games. The original Double Dragon in particular suffered from lack of variety, mediocre graphics and some pretty ropey gameplay. While *Double Dragon 2* was a significant improvement, *Double Dragon 3*, says Michael, is going to be completely different. "The other conversions had much more of a cartoon-style – ours is a lot more realistic. It's smooth and fast and it's graphically amazing."

They've certainly got excellent material to work with: Double Dragon 3, the coin-op, differs from its predecessors in a couple of significant ways. If the action's getting seriously tough, you can, for example, spend your hard-earned currency in equipment shops. On offer are special combat tricks, extra hardware and a bit of full-blown character transformation. You can buy one of a range of characters which you bring into play at the point where you'd normally die, effectively giving you an

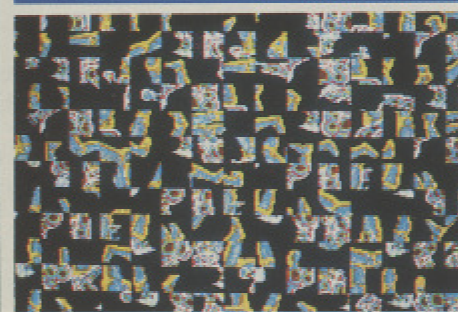


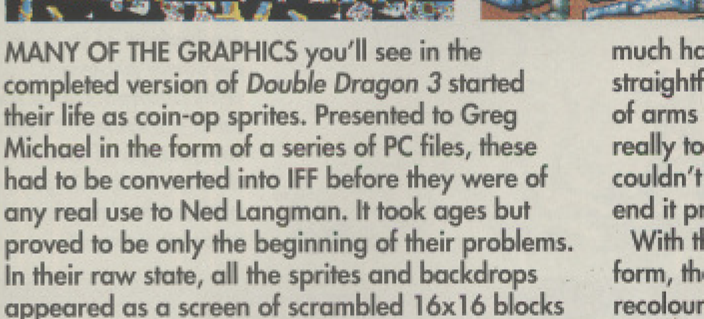
***AT THE WEAPONS SHOP** (shown here in incomplete form) you and your brother can stop and buy a whole range of useful commodities: nunchukas, grenades, missiles, knuckledusters and the odd sword. Or you could sink your cash into some additional energy, buy an extra fighter life or opt for specialities such as a locking head squeeze or a handstand ankle flip.*



***AS BILLY AND JIMMY** continue their attempt to come to grips with the street fighting specialists of America, China, Italy, Egypt and Japan, they embark on a battle to the death with the toughest red-head in the US. The secret is in the timing of your jumps. "If you're in the air at the wrong time, the enemy is likely to turn around and whack you one and when that happens you've had it." Incidentally, if you think Billy and Jimmy look like twins, they are. Thanks to some nifty space-saving programming, only one of the bit planes needs to be changed to colour a sprite from red to blue.*

GRAPHICS





MANY OF THE GRAPHICS you'll see in the completed version of *Double Dragon 3* started their life as coin-op sprites. Presented to Greg Michael in the form of a series of PC files, these had to be converted into IFF before they were of any real use to Ned Langman. It took ages but proved to be only the beginning of their problems. In their raw state, all the sprites and backdrops appeared as a screen of scrambled 16x16 blocks like these.

The only way to put them together was by laboriously picking out the pieces and fitting them together by hand. "I did all the sprites without too much hassle because they were fairly straightforward – at least you could recognise bits of arms and legs – but the backgrounds were really tough," explains Langman. "You just couldn't work out which bit went where." In the end it proved easier to redraw them from scratch.

With the blocks unscrambled into a recognisable form, the next task on the agenda was recolouring. "All the sprites had their own individual colour palettes so I had to come up with some alternatives that were general purpose enough. Even in 16 colours I think it looks pretty good."

PROJECT
Double Dragon 3

PUBLISHER
Storm

AUTHOR
Greg Michael
Snake
Ned Langman

INITIATED
March 1991

RELEASE
November 1991

THROUGHOUT THE DEVELOPMENT of the intro sequence, the aim has been to get the graphics looking coin-op perfect. The end result, as can be seen from the title screen, shouldn't differ from the original at all.

extra life. Each of these characters has its own strengths and weaknesses: "Deciding what the best combination is to get through certain levels is all part of the game," enthuses Michael.

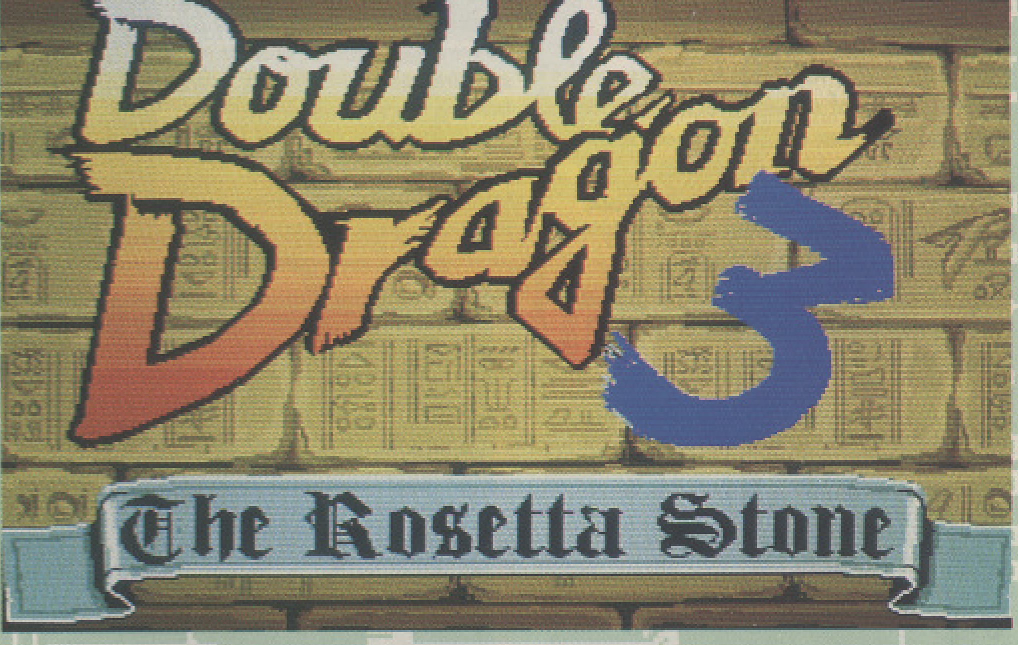
Broadly speaking, everything that featured in the coin-op will make it into Storm's conversion. True to the original, there are five missions, 14 different levels, more than 28 different types of enemies plus all the shops, battle tricks and bonus characters. In fact, the only major differences are in the animations. The coin-op's characters have elaborate movement sequences amounting to anything between 15 and a massive 40 frames each. Because of memory restrictions these have been pruned down to an average of 12-13 frames. "In the coin-op, Billy and Jimmy can throw their enemies in somersaults. That would have meant every single character having all those extra frames and we just didn't have the space."

Another major priority has been convenience. "We've been consciously trying to keep the loading time down as much as possible," explains Michael. "People who have an extra drive will be able to benefit from it and I'll probably use any extra Meg available like a large RAM disk."

Five months into the programming, much of the groundwork has already been done. Langman has put together most of the sprites and backdrops, the startup sequence is finished (apart from the sound) and most of the levels have been put together using a map editor specially created for the occasion – one which will probably be used again in other Storm games.

The team still has to sort out a fair amount of presentation, sound (which has yet to be started) and, most important of all, some in-depth play-testing. "We've played it too much ourselves to be a proper judge. If I think it's too easy I'll make it harder and harder so by the time somebody else gets to touch it it'll be impossible. I think it's going to take quite a while to get the balance right because with four characters, weapons and power-ups there are just so many different ways you can play the game."

And when it's all packaged and shrink-wrapped in time for Christmas, what then? "A holiday," suggests Greg. "What I'd really like to do is a space game – an *Elite 2* maybe – who wouldn't? The trouble with those kind of games is they just take too long to do."





BILLY AND JIMMY'S STANDARD get-out-of-trouble manoeuvre is the familiar spinning kick, and when they're fighting together they can even perform it in tandem. Each of the purchasable extra characters also has his own personal ability, anything from a screen-clearing body dive to a chin-crunching Judo throw. When you're not fully engaged in kicking thugs into the middle of next week, there are several interior locations where you can actually climb on the walls for extra street-fighting leverage.

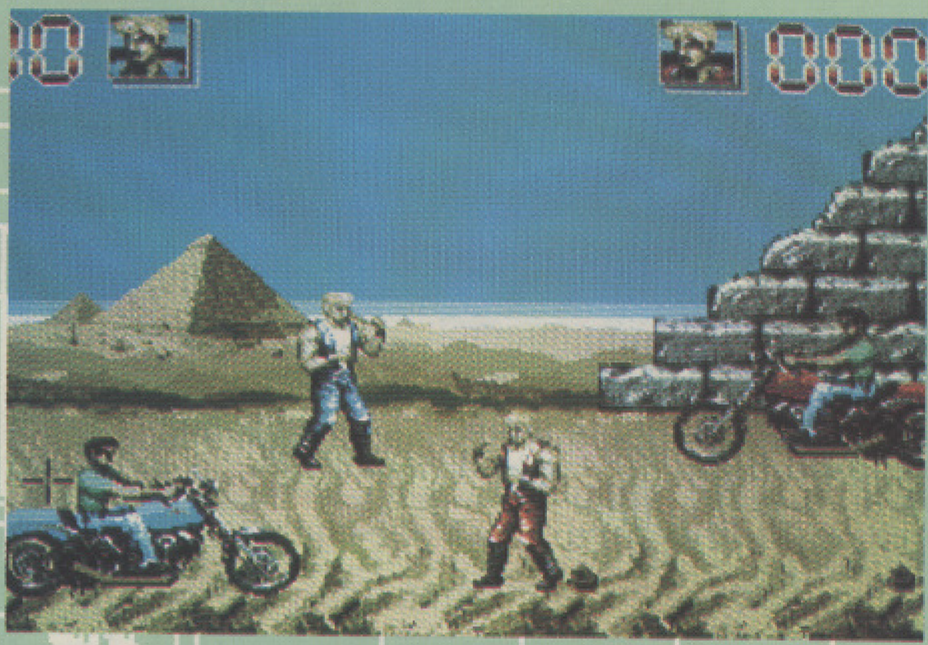
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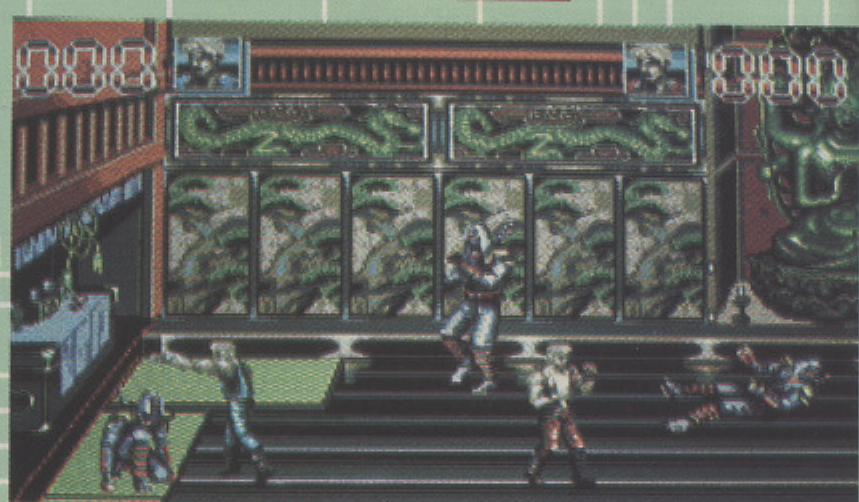
RELEASE
November 1991



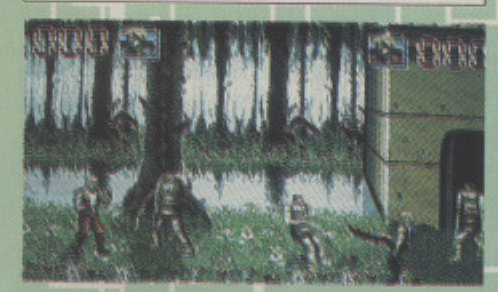
THIS EPIC IMAGE of motorbikes in the desert is actually a DPaint mock-up created by Langman, but as every sprite has its own section of code it should be easy to make changes in the game itself. A tasking system similar to the one used in SWIV means that every character has the equivalent of its own personal program with allotted space for data variables. "You can just go in and change little things without too much inconvenience."

SOUND

WORK ON THE GAME'S SOUND hasn't been initiated as yet, though the team does have one or two names in mind. Whoever gets the job, the general consensus is that perfecting it is going to be one of the most important factors. "I've allowed enough space for there to be a really good range of sound effects so there should be room for some specialised noises like clashing swords and motorbike engines," claims Michael. Langman agrees: "It's got to really feel as if you're beating somebody up. Once all the sound is in, it'll give a much more solid impression and it'll add lots to the gameplay."



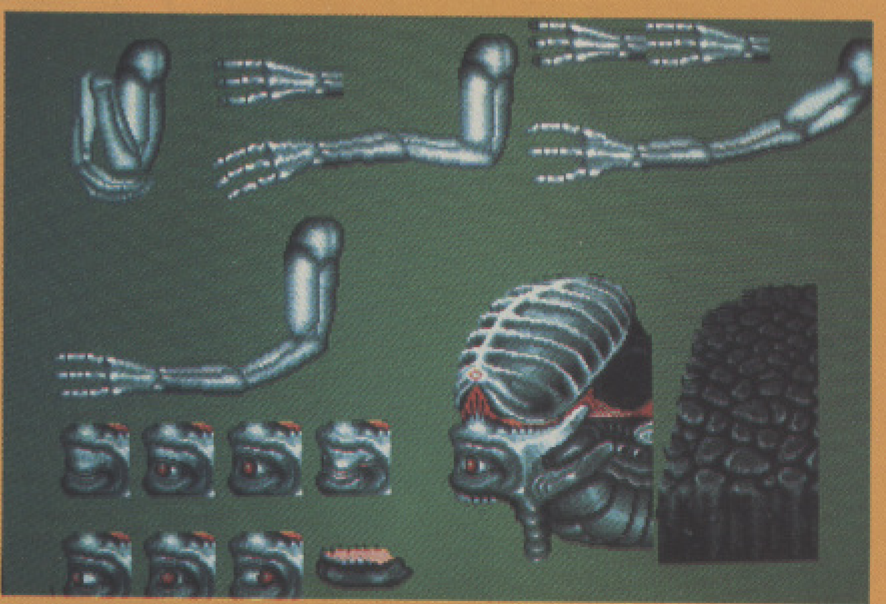
EVERY END-OF-LEVEL ENEMY has a personalised mode of attack. You know you're getting under this Japanese purple Ninja's skin when he starts bombarding you with throwing stars and smoke bombs – they're a sign that he's losing energy. His classic sign of weakness, however, is a tendency to split into three weapon-hurling versions of himself. They're not as strong as the original, but they're not exactly a piece of cake either.



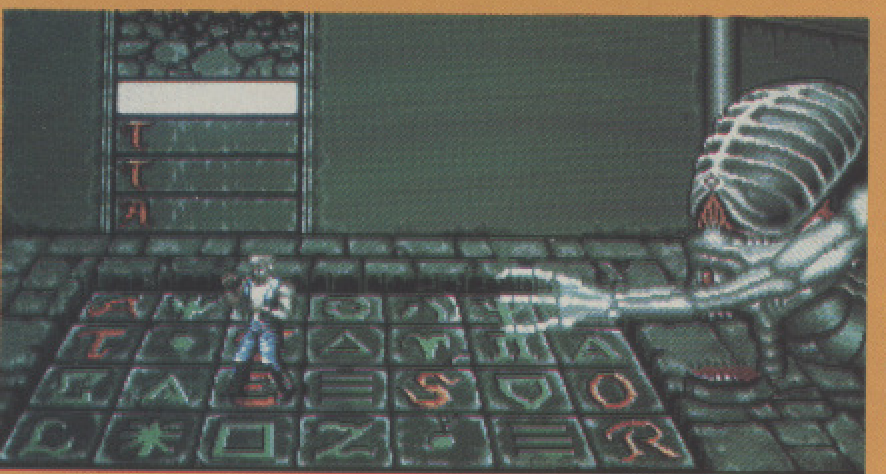
THIS IS YET ANOTHER part of Egypt; you'll be spending more time here than anywhere else. Mission 5 isn't just longer than the rest, it's also incredibly tough. Get to the end and you'll face a frightening encounter with the hideous... that would be telling, wouldn't it?



EVERY CHARACTER has its own battle tactics: some fire arrows, others zap you by throwing their limbs at you. With four different sets of sprites (with individual moves and tricks) just for the main characters, it's taken some clever memory juggling to get them all in.



IN DOUBLE DRAGON 3, you don't just get to tackle the usual round of bikers and jiujitsu experts. This monstrosity is actually composed of several separate component parts...



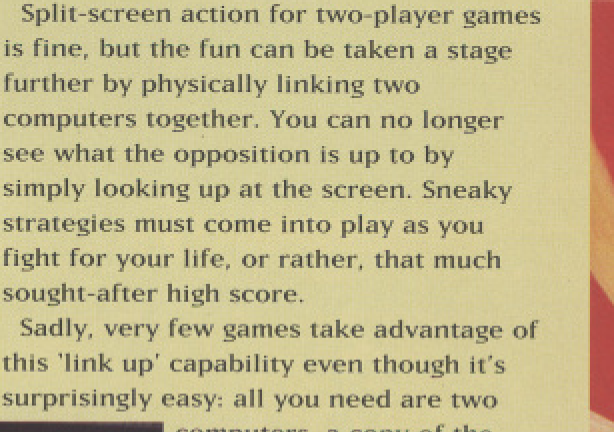
...together they contribute to one of the more unusual sections of the game. To survive you'll have to step on the right tile combinations while avoiding the irritating attentions of the giant alien head. Each time you make a false move a fragment of the pavement drops away.



...is on final approach.



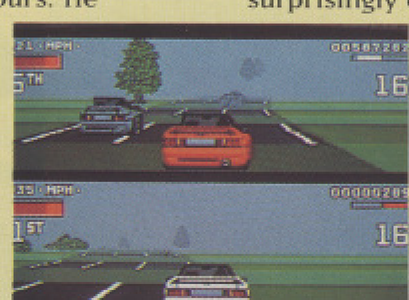
Rik Haynes stops playing with himself just long enough to find out how to do it with somebody else.



PLAY BY

SWOOPING DOWN on the unsuspecting column of enemy trucks, your fighter picks off the defenceless victims with ease. You've been playing this game for over an hour now and totting up one heck of a score. That was a close call over Saigon in the last mission, though. Good job your wingman managed that tight loop in time.

You glance up from the monitor with an appreciative smile and follow the lead linking his machine with yours. He returns a cold grin and looks down. Suddenly pulling back on the joystick, this so-called friend turns terminator and makes short work of your fuselage with a quick burst of cannon fire. Such treachery is just one of the infinite strategies that can occur when playing a game with another human being. Will you keep that promise of revenge in the next mission?



LOTUS 2'S LINK allows full-screen racing even with two players.

IT TAKES TWO...

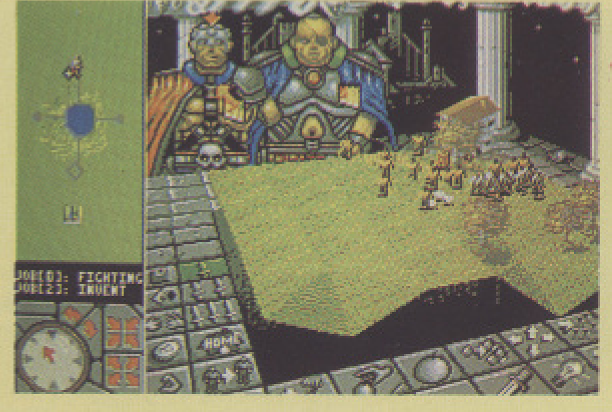
Anybody who has played driving and soccer games such as *Lotus* from Gremlin and Anco's award-winning *Kick Off 2* knows that these games are transformed when you're up against another human player. Such factors as competition and unpredictability are never quite the same when you're just attempting to beat the computer. Single-player games are governed by the pre-programmed Artificial Intelligence embedded deep in the code, and consequently the opposition rarely learns from its mistakes, let alone yours.

Split-screen action for two-player games is fine, but the fun can be taken a stage further by physically linking two computers together. You can no longer see what the opposition is up to by simply looking up at the screen. Sneaky strategies must come into play as you fight for your life, or rather, that much sought-after high score.

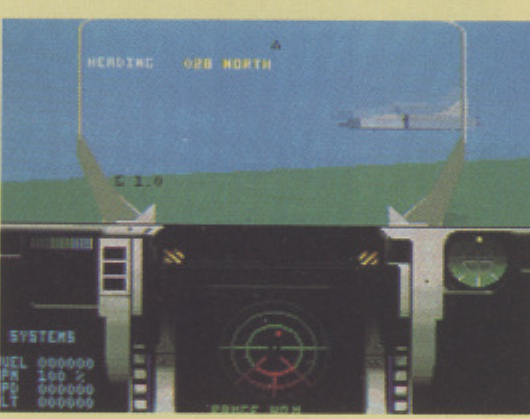
Sadly, very few games take advantage of this 'link up' capability even though it's surprisingly easy: all you need are two computers, a copy of the game for each machine and an RS232 lead which can be bought at any good specialist computer store. Your friend's computer doesn't even have to be the same make as yours: games like *Stunt Car Racer* and *Hard Drivin' II* pitch PC players up against their Amiga or Atari ST counterparts.

Bullfrog, creator of the incredible *Populous* and *Powermonger*, has put this linking facility into all its games except *Fusion* and *Flood*. "Playing against another human being is a million times more interesting than a computer player can ever be," insists Peter Molyneux. "You just can't punch the computer after losing a game."

One major problem with datalink software is simply lugging all the equipment round to your friend's house to actually connect your two computers. That's where play-by-phone comes in. Most of the games which utilise the direct datalink option also allow players to play with anybody else in the world by using

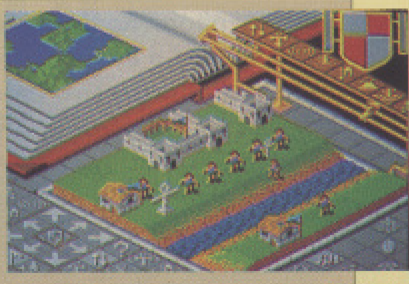


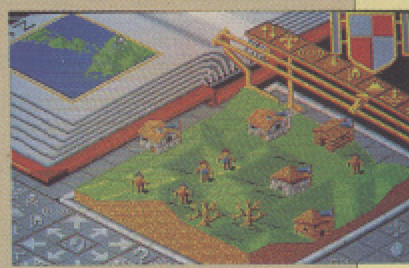
CONQUERING OTHER lands in *Powermonger* becomes so much more personal when they belong to a friend.



F-29 RETALIATOR proves just how satisfying flight sims can be when you are fighting a real opponent.

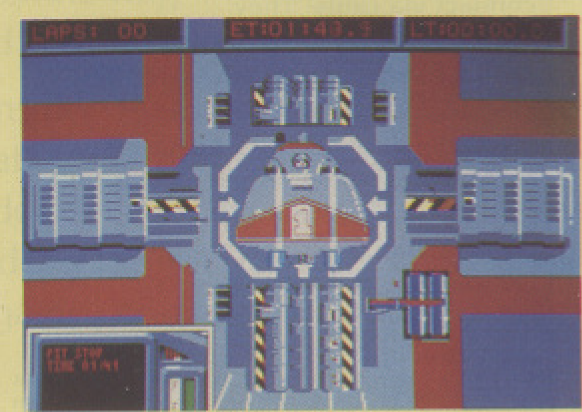
ut





ONCE THE MASTER... Even Peter Molyneux can be beaten at his own games with the head-to-head option. Earlier this year, Japanese magazines ran a nation-wide competition to find the best Populous player in the Land of the Rising Sun. Molyneux then played the finalist on live TV in Tokyo and... lost! In fact, he was totally defeated. "It was a bit unfair really," he whines, "I hadn't played Populous for about six months and you need a good wrist action to really get going in a two-player game. A TV camera was two inches from my nose and bright lights shone in my eyes."

WIRE



POWERDROME *is one example of an early game that dared to have a link feature...*



...while Armourgeddon represents all that's new in communicating games.



ordinary phone lines and a special add-on called a modem. Trouble is, could you afford a two-hour game of *Populous* with somebody in Tokyo? I doubt it. And on top of the cost problem, modem games can play rather sluggishly.

Bullfrog's bunch of brainy programmers actually take things a step further and make the two-player option an integral part of the development process for their games. "It makes it much easier to develop a game," explains Molyneux. "It's a quick way of picking up bugs and, more importantly, you work out what the computer needs to be an interesting opponent. I believe all games should have the capability to be played head-to-head, absolutely everything, even adventure games and shoot 'em-ups. That would be brilliant. Why don't other developers actually go ahead and do it? It just seems an obvious thing for us to do. Powermonger could actually support four players, but for some reason we never got around to writing the drivers for it."



FED UP OF RACING the Phantom? Then try a flesh and blood driver in *Hard Drivin' 2*.

Future games from Bullfrog will attempt to further this style of duo-play. In *Populous 2*, for example, as well as normal head-to-head you can also play computer-assisted head-to-head games where the computer gives handy hints and prompts. Beyond this, *Bob* (working title for Bullfrog's cross between Powermonger and a shoot 'em-up) could well support up to seven players.

MORE THE BETTER

If playing against another human opponent is so much fun, imagine the sort of larks you could have if up to 40 people were controlling different tanks and planes over the same battlefield. You could work together to try to take out a target or even gang up on poor individuals by forming rogue 'death squads' to dish out righteous justice or cruel vendetta campaigns.

Air Warrior is one game which allows you to do this. On-Line Entertainment (081 558 6114) has brought this successful on-line air-combat game over from the USA. All you need to do is buy a modem and call the company to register. The system costs £1.50 per hour (plus VAT and phone charges). At least the organisers don't use one of those expensive 0898 numbers, and a costly high-speed modem isn't really necessary. Just as well really, your phone-bill could go through the roof if that trundling tank had to move around a ground obstacle or got stuck in some sand.

Michael Powell, programmer of *Powerdrome* and *Cyberfight* for Electronic Arts, reckons Air Warrior is an excellent idea and good fun to play, but the graphics technology used in the game is very old-fashioned and needs updating. "I think the crude graphics will put a lot of people off," he confides. "All they need is a better simulation product and it would be great."

Both Michael Powell games mentioned here have the two-player datalink option built into them. Publisher Electronic Arts is way ahead of the rest when it comes to releasing play-by-wire games. "It's mainly down to the individual designer's tastes," insists EA's Simon Jeffrey, "I think head-to-head games are definitely one of the big steps forward for games over the next year. They're far more interactive and competitive."

If games like Air Warrior take off it could start a whole new breed of competitive play. Perhaps we'll finally have International Game Olympics to find the world's best players. So link those computers, go for modem meltdown and get some practice in. OK?

ANOTHER DIMENSION...

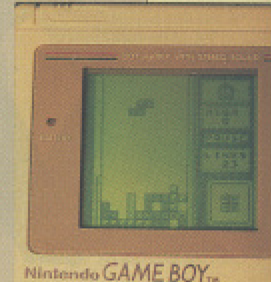
ONE OF THE OFTEN OVERLOOKED aspects of the new breed of Virtual Reality arcade games such as *Virtuality* and *BattleTech* is their multi-player capability. Flying around a battlescape is much more fun if you can taunt the other players when you're ahead and scream at them for beating you.



BEST OF THE BUNCH

1 Stunt Car Racer * MicroProse * Amiga, ST, PC
2 Tetris * Bullet-Proof Software * Game Boy
3 Populous * Bullfrog/Electronic Arts * Amiga, ST, PC
4 F-29 Retaliator * Digital Image Design/Ocean * PC
5 Powermonger * Bullfrog/Electronic Arts * Amiga, ST, PC
6 Armour-Geddon * Psygnosis * Amiga, ST
7 Battlechess * Interplay/Electronic Arts * Amiga, PC
8 Lotus II * Gremlin * Amiga, ST
9 Powerdrome * Electronic Arts * Amiga, ST, PC
10 Slime World * Atari * Lynx

VIDEO GAME JUNKIES?



THAT TRENDY GAME BOY handheld console from top Japanese firm Nintendo comes with one of the best head-to-head games ever created. This type of games machine is, after all, the easiest to transport and connect via cable. They even come with their own screen display. *Tetris*, an incredibly playable arcade puzzler, was originally designed by a Russian computer scientist. When played solo, Tetris is the best example of the genre. When two Game Boy players get together and play Tetris it becomes one of the most addictive recreational drugs on sale today. Try it for yourself!

MOONSTONE
A HARD DAYS KNIGHT

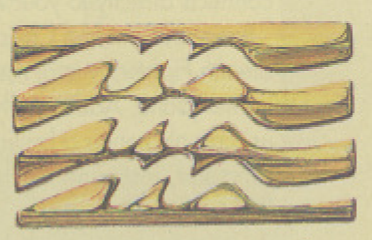
SO MUCH FUN –YOU'LL DIE!

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!



Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.



MINDSCAPE



Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761



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So how do you get your hands on this little bundle? Just tell us the name of the Dutch footballing side owned by Philips Electronics (clue: Bobby Robson's the manager).

Send the answer on a postcard together with your name and address to Monitor Comp, The One for Amiga Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Entries must reach us by November 28th 1991.

THE SMALL PRINT:

1. The Editor's decision is final and no correspondence will be entered into.
2. Employees of The One, Philips, or their associated companies are not eligible for entry.

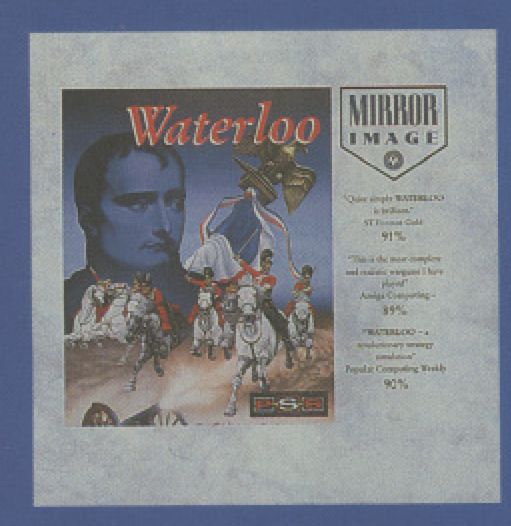
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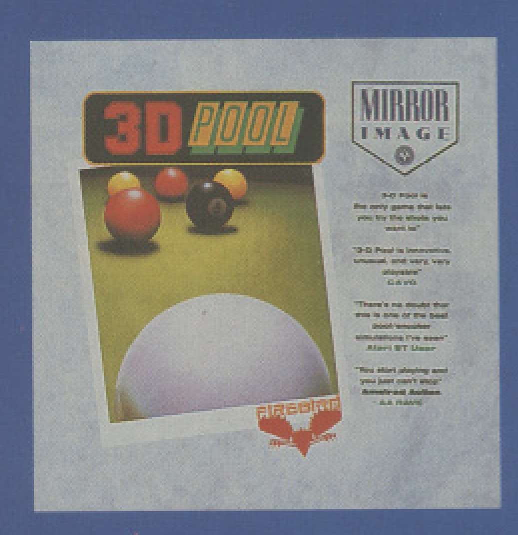
















Also available:

Defender of the Crown, Strike Force Harrier, Speedball, Rocket Ranger



The word 'virtual' is nowadays inclined to conjure up images of swirling 3D and weird helmets, but Virtual Theatre is something completely different. Paul Presley takes to the stage.

STAGING A REVOLUTION

THE INTERACTIVE MOVIE is a foreign beast. America leads the way with such classics as Lucasfilm's *Indiana Jones* series and *The Secret Of Monkey Island* and Dynamix' *Heart Of China*. The only other country to have a decent crack of Indy's whip has been France, thanks to the remarkable talents of Delphine and its Cinematique system. So if you were to suggest that the next step forward for the genre would be in a fishing port several miles east of Leeds, you'd probably be carted off to the nearest loony bin. Hull has never been known as the technological capital of the world (although it's the only city with its own telephone company), but it's the base for a new programming team.

Revolution Software is currently a seven-man outfit, made up of Charles Cecil and Dave Cummings (both previously of Activision), Tony Warriner and David Sykes (writers of the Virtual Theatre system), Noirin Carmody (commercial director, previously of Sierra) and graphic artists Adam Tween and Stephen Oades

Cecil and Cummings had been developing the adventure system for some time before Activision's untimely demise. "I was working at Activision for a number of years while it was still distributing Sierra products," he explains. "It occurred to me that while Sierra was very successful, its games were based on an engine that really hadn't changed much over five years. I felt that we could do a lot better. We spent about 18 months actually just sitting down and talking about what we wanted to do and writing a system to do it."

At first glance, it looks as though the development time has paid off. Virtual Theatre ('Theatre' because Tony Warriner considers the games to be more like a play than a film and 'Virtual' because it's the in-word at the moment) seems to consist of all the best elements of everything else on the market, but with one major advantage. "This is what we believe to be the next generation of graphic adventure systems," claims Cecil. "The reason that it's special is that we've designed things totally from scratch, setting it around a time-basis. Within each game, time advances and people walk around with their own routes: the blacksmith will go into his forge and hammer away, then he'll go into the pub to have a drink and he'll talk to the other people walking around the village. You could have 15 people all walking around, all interacting with each other. So instead of being a game where you're the key and everything reacts to you, we have a game where you're just another person."


REVOLUTION SOFTWARE with their backs against the wall. From L to R: Tony Warriner, Adam Tween, David Sykes, Stephen Oades, Dave Cummins and Charles Cecil.

"We're not going to be very arrogant before a game is finished and say 'this is going to be the best', but we have the potential to be the best." Charles Cecil

A good example of this independence comes late in the first game to use the system, *Lure Of The Temptress*. At one point you find yourself disguised as the leader of the enemy; if you walk through the village and talk to one of the locals he'll run off, scared out of his mind. At this point you might want to follow him. He'll run to the nearest pub, order a drink and start blabbering about who he just bumped into. This will happen whether you follow him or not and shows how life goes on, regardless of what you happen to do.

Due for release next March, *Lure Of The Temptress* is a fantasy-based tale about an overrun village and a young Prince's attempts to liberate it. Along the way he has to deal with Skorls (an orc-like race), local villagers and madmen, magic potions and a sidekick who bears a passing resemblance to Baldrick from the *Blackadder* series.

As with most of today's adventures, everything is mouse-driven. Click on an object and you'll bring up a list of appropriate verbs (you could Look At, Pull or Pick Up a torch for example, or Look At, Look Through, Open or Close a window). Again, in keeping with today's standards, you don't have to be close to a particular object to activate it, the computer will work out its own route (see the 'Autorouting' panel).

The graphics, especially the animated interludes, play a large part in telling LOTT's story. Just from a quick glance at some of the scenes, it's obvious that the artists have taken a Continental approach to the


***LURE OF THE TEMPTRESS* starts with our noble prince imprisoned in a Skorl jail cell. An example of the real-time feature comes when looking through a small crack in the wall. You'll be able to see the guard doing his rounds.**

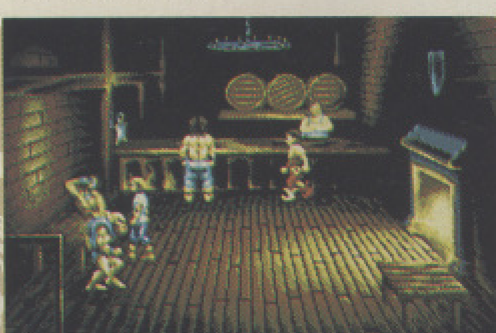

THERE'S A LOT TO SEE in this particular room and although not all of it is useable, you can at least 'Look At' everything.



ONCE YOU'VE SAVED HIM from his grizzly fate, Ratpouch becomes your lifelong companion. Whether this is a good thing or not is debatable once you've heard one of his jokes.

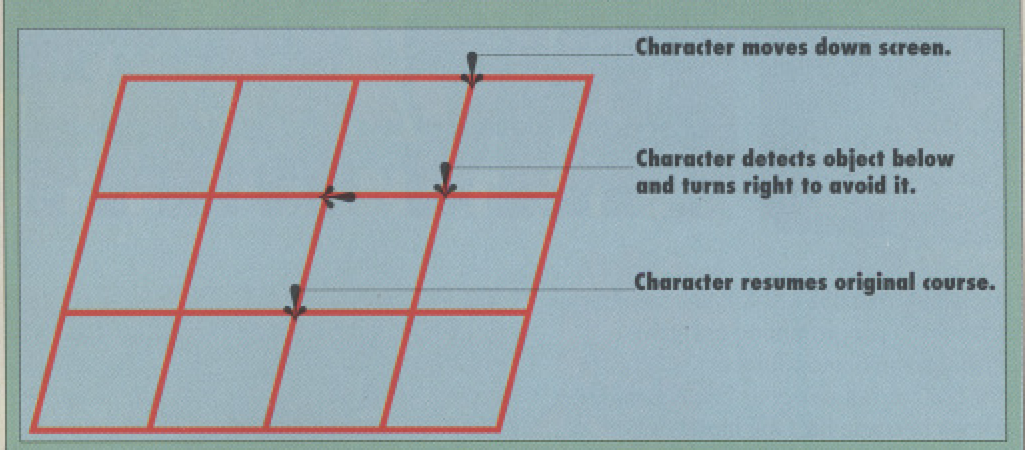


THE LOCAL VILLAGE is where the majority of the adventure takes place. Everyone you see on your travels can be interacted with, each having their own personalities and memory. If you're nice to them, they're nice to you. But if you're nasty...

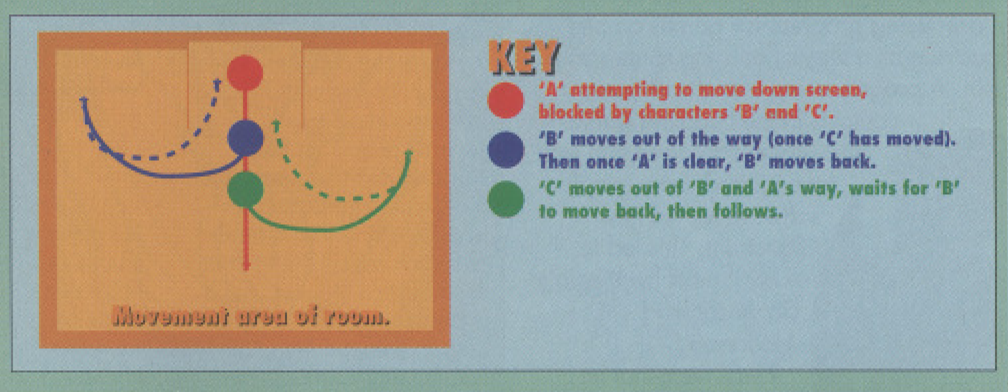


A LOT OF THE INFORMATION needed to complete various sections of the game, can be obtained from either one of the two taverns located in the village. Note the ray of light at the bottom of the screen to indicate an open door.

AUTOROUTING



SIERRA'S MOVEMENT SYSTEM is made up of tram lines, laid across the game area of the screen. When a character is about to walk into an object, they will change lines at the nearest junction. Autorouting doesn't limit itself to set tracks, instead the movement area is defined and the characters move around inside it, constantly updating to avoid objects.



ONE OF THE MAIN technological aspects of Virtual Theatre is 'autorouting', the process whereby characters react to objects around them, selecting the best way of getting from A to B and constantly updating it to negotiate random obstacles, such as a box dropped by the player. The system is also aware of other characters and will ensure that nobody obstructs anyone else.

graphics. Cecil explains, "While we have a very high regard for Lucasfilm – its graphics and storytelling are very good – I believe that European graphic artists are the best – and a lot of Americans would agree."

Tween and Oades are responsible for all the impressive backdrops, which are very reminiscent of Delphine's *Future Wars*, while the sprites were created by freelance Paul Docherty (who's previous work has included System 3's *Myth*).

Visually LOTT is superb, the animations are extremely polished and the backdrops have a lot of little touches that combine to create a real sense of atmosphere. One of the problems that had to be solved was how to show doorways at the bottom of the screen. "We originally had animated doors," explains Warriner, "but everytime they were opened, the characters had to move out of the way and things got too complicated and took too long." The solution was to do away with the doors and just have a beam of light that expands as the door is opened.

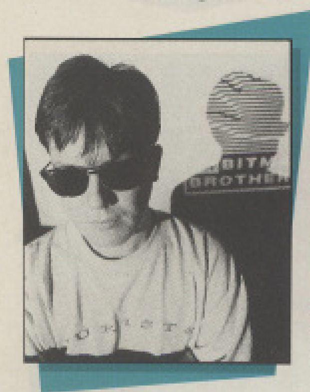
Character interaction has also played a strong part in Virtual Theatre's overall design. A lot of the puzzles in LOTT are multi-character based, so consequently the interaction system had to be both comprehensive and user-friendly. You can stop and talk to anyone that you see, although they won't always want to talk to you. Once you have their attention you can ask them to perform a number of tasks by issuing one command after another (up to a maximum of five). Not everyone will bow to your every whim, especially if you don't come across as friendly, but you do start the adventure with a servant who will do whatever you ask.

Just talking to characters produces a Lucasfilm-style multi-choice menu, where a couple of relevant phrases are offered. To help create the illusion of reality, everyone has an individual mannerism: gossipy old ladies will never give you a plain answer to your questions, drunks won't make much sense and are likely to get violent; and to produce this, over 1,000 lines of text (around 10,000 words) have been included, although by the time the game is finished this is likely to have increased.

Virtual Theatre has an enourmous amount of potential and, with strong plots and intelligent puzzles, should be able to give the more established names a run for their money. Of course, with 'Virtual' being part of its title, you can't help wondering whether there are any connections with Virtual Reality. Although the technology is still in its infancy, Warriner can certainly see links being made: "There are people who can create really good 3D, but not really know what to do with it. If we could combine them with people like us who can create really good worlds, then we might have something."



What could possibly impress the man behind Xenon II, Speedball and Gods? Well, quite a variety of things, as Mike Pattenden found when he quizzed the Bitmap's design guru about...



"My Ideal Compilation" ERIC MATTHEWS

PROBABLY THE BEST KNOWN member of the fraternal programming collective known as The Bitmap Brothers is graphic artist and games designer Eric Matthews – perhaps because he's the man who everyone asks to do things like this.

Like many people involved in publishing software, Matthews fell into it almost by chance. He was studying fine art at the Royal Academy when he hit upon the idea of producing graphics for games on his Spectrum as a way of earning some spare cash. A programming friend with some contacts in the fledgling games industry encouraged him and he acquired some graphics software for his new Spectrum. This led to early credits for Virgin's *Scalextric* and *Monopoly*.

It was here that he met Steve Kelly and Mike Montgomery who were to become his two 'brothers'. Together, they began work on a beat 'em up called *ST Karate*, but rapidly got bored of this idea, and chose instead to put together a shoot 'em up which featured digitised graphics and a host of other revolutionary features. The result, *Xenon*, is still regarded as one of the best vertically scrolling shoot 'em ups to date (probably only exceeded by the Bitmaps own *Xenon II*).

Since then the triumvirate has run up a string of plaudit-winning games including Speedball I and II, Cadaver, Xenon II, Gods and Magic Pockets.

Last year they severed their relationship with long-term publisher Mirrorsoft and set up their own label, Renegade, in association with dance indie Rhythm King, the fruits of an earlier association with label boss and games nut Martin Heath.



KNIGHTLORE
Published by: Ultimate
Released: 1984

Way back in the mists of time when computers were nowt but a box of bleeps, a company called Ultimate designed a game for the Spectrum which cracked the home computing mould and, for a while, established it as the top software house around. It was possibly the first isometric arcade adventure and set the standard for the genre. The idea was to guide a cute little fellow round a series of rooms collecting various useful items. A neat touch is that as night falls your little man has a series of convulsions and turns into a werewolf.

● *"This is one of the first games I ever bought. Completely stunning at the time, it looked so different from everything that was around. The isometrics created the closest thing to a real world, while the graphics, animation and gameplay were excellent."*

THE PAWN
Published by: Rainbird
Released: 1986

Magnetic Scrolls' name became the byword for authentic, top quality adventures. *The Pawn* set new standards for graphic adventures because, while companies like Level 9 (producers of traditional text adventures) were making concessions to graphics, the pictures they used were crude and small. The Pawn not only combined text with beautiful and large pictures, but also used a sophisticated menu-driven interface. Like all Magnetic Scrolls games the story was well-written with some good problems to solve.

● *"This was the first game I played on the ST. Steve and I spent many a long night trying to complete it. For the time, the graphics were stunning. Its humorous storyline and involved puzzles make it, along with Planetfall, my favourite text adventure of all time."*



SIM CITY
Published by: Maxis/Infogrames
Released: 1988

US development house Maxis came up with an original and impressive angle on simulations with its recreation of San Francisco and other cities which enabled you to grapple with everything from the mundanities of street planning to fighting earthquakes and attacks from Godzilla. *Sim City* was one of the first programs to cross the boundary between strategy game, educational utility and pure simulation. The original program has proved so popular that it still sells well and has attracted a host of add-on scenarios and graphics disks. Maxis later expanded the concept with the colossal *SimEarth*.

● *"A weird idea – urban planning made playable and addictive. Mike Montgomery still has four megs of saved cities locked on his hard drive for which he can't remember the password he used to prevent me from breaking in to destroy them."*

SPACE QUEST IV
Published by: Sierra
Released: 1991

Sierra On-Line has built its reputation on its hilarious series of graphic adventures, and the *Space Quest* series is one of the best. Your task is to assist Roger Wilco in his endless fight against all the evil the universe has to offer. The jokes come thick and fast and the graphics are extremely funny, especially in the last couple of games. Sierra recently updated its interpreter, making all the new Space Quest games even easier to play as well as being some of the funniest software you'll find.

● *"All of the Space Quest games are excellent. While they're possibly not the most involved of adventures, they do have great storylines and they're very funny. The updated interface in SQ IV is far more intuitive than the earlier versions. On PC in 256-colour VGA, with a Roland card, it's one of the most atmospheric things going."*

DUNGEON MASTER
Published by: FTL/Mirrorsoft
Released: 1987

One of the most authentic and testing D&D adventures ever released, and the first to use a first person 3D view and work in realtime. Previous D&D type games had used a 2D or limited 3D view and employed a turn-based combat system. There were 14 superbly designed levels in the original game – enough to keep thousands of people burning the midnight oil, and there are still those who are playing it! There is a set of add-on levels, *Chaos Strikes Back*.



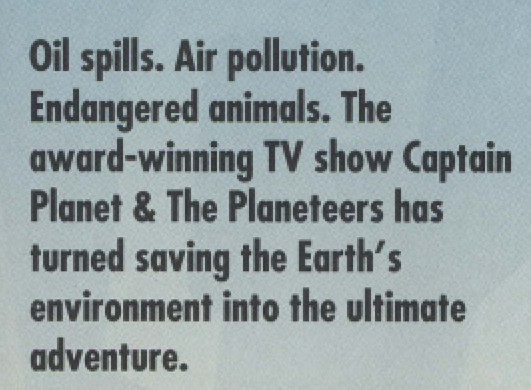
● *"I remember seeing a demo of this running in a computer store in London, probably a year and a half before it came out. I couldn't believe it would actually turn into a full game using the first person perspective. It did, and it's just the closest thing to that being there feeling you can get."*

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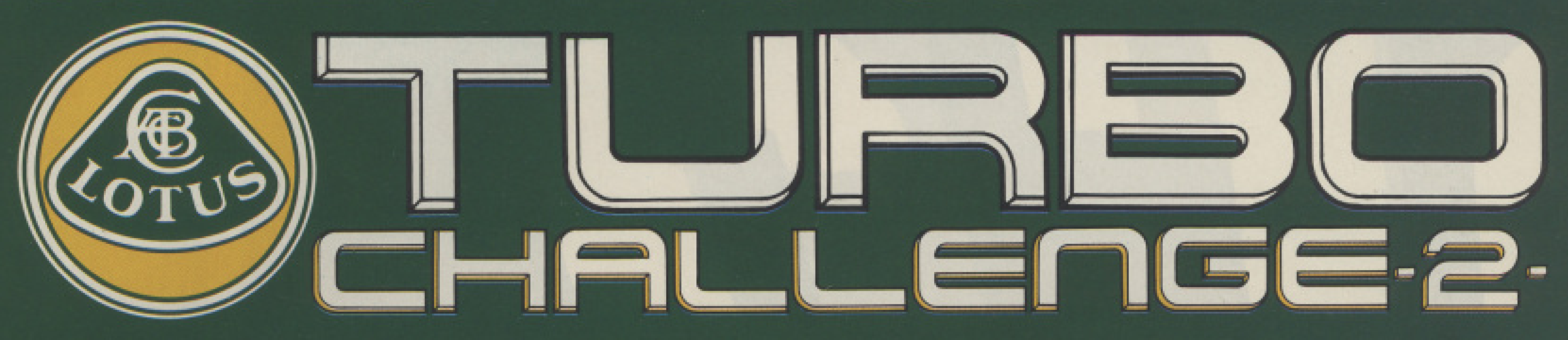


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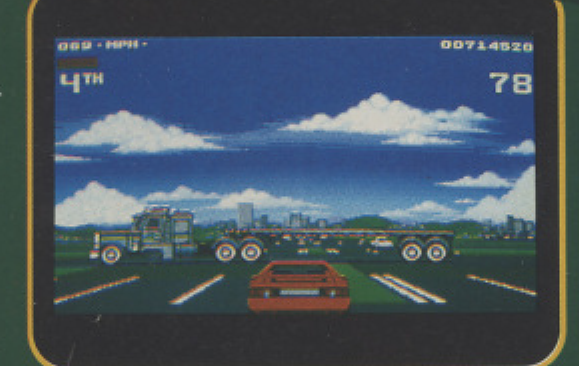
Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990. The best just got better with the realese of Lotus Turbo Challenge 2.

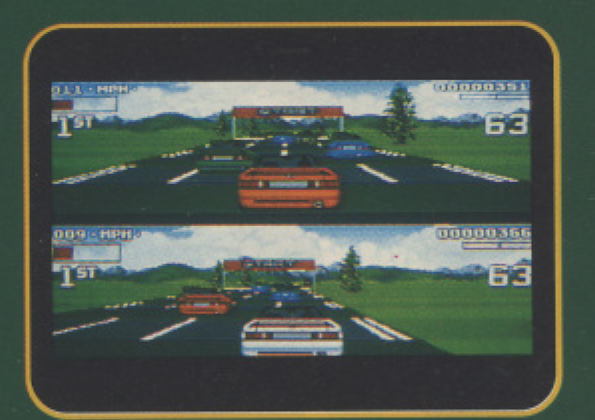
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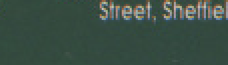








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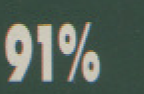
93%



96%






91%



REVIEWS NOVEMBER 1991

Often copied, but never equalled, our unique review format is designed to provide you with all the information you'll need to make a wise purchase. The games are left mostly to speak for themselves, with the minimum of fuss and the maximum of graphic detail. Only relevant screenshots are used, while the ratings, price and release date are all there at your fingertips. And now, the breakdown...

GRAPHICS
Not necessarily a measure of how colourful or well drawn they are, but how well they are used.

SOUND
Once again, this isn't a reflection of quantity or quality, but of how well it fits in.

DURABILITY
A reflection of lasting interest – how much game you get for your cash.

PLAYABILITY
The big one – how does the game feel – addictive or just uninteresting?

OVERALL
A useful point of reference – a summary of the preceding ratings.

WHAT'S TICKLING THE TEAM?

Hoorah Hooray, having spent the last six months making paper planes and playing I Spy we've finally got a lot of decent software in, so we can play less boring games instead.



CIARAN BRENNAN
The Ed hasn't had much time for playing anything this month because he's been away on his hols. Unfortunately Tuscany didn't get the editorial seal nof approval – "Too many cathedrals and not enough football!"

LAURENCE SCOTFORD
Just to show that good things don't always come in expensive packages, Laurence has got totally addicted to a PD game called Commander Keen, but otherwise Heimdall has been keeping him occupied.



PAUL PRESLEY
Having only just managed to get Paul away from Zone Warrior last month, along comes RoboCod and he's hooked again. (ouch!).

JOOLS WATSHAM
Being something of an artist himself (p**s artist?) Jools has always admired the work of those chaps at Psygnosis, but Leander's pretty pixels have made him totally flip his lid.

BRIAN NESBITT
Our Bri's been a busy bunny this month getting his tips section sorted out so he had barely enough time to play games let alone review them. Even so he cast a few nostalgic glances the way of Super Space Invaders.

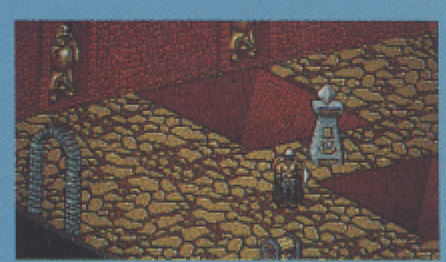


Grand Prix



Boston Bomb Club

Hudson Hawk



Heimdall



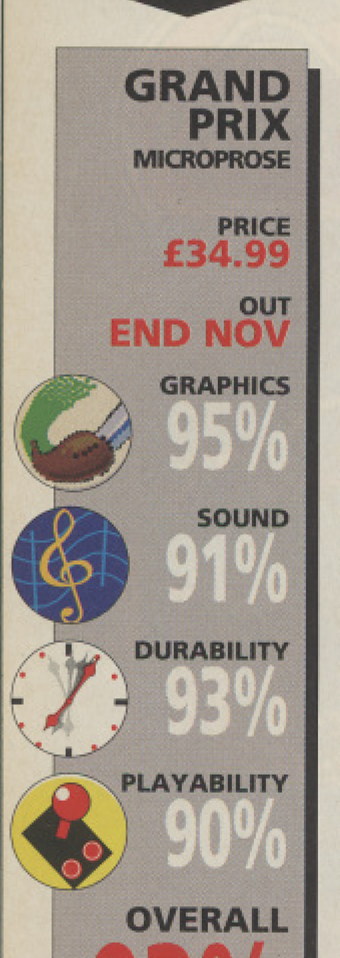
Pitfighter



The Blues Brothers



Geoff Crammond gets into the driving seat and prepares to slipstream past the competition with his first game for almost three years.

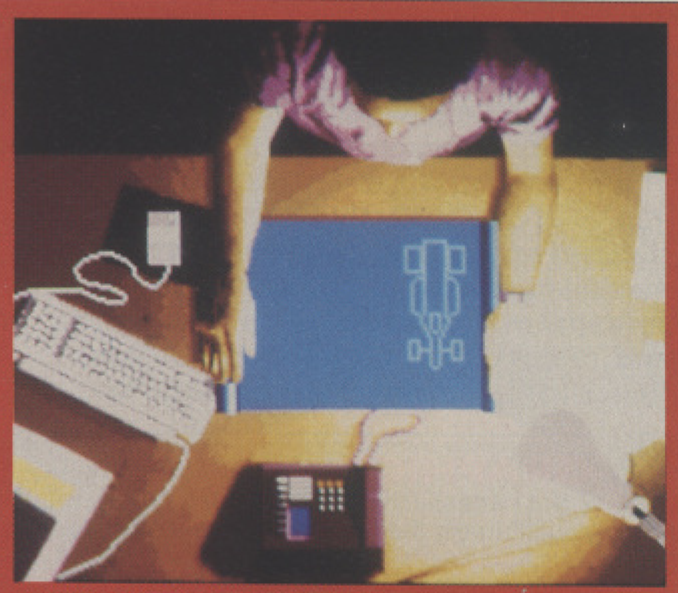


GRAND

"AND THERE GOES NIGEL MANSELL, over the finish line as he wins the Spanish Grand Prix, almost 12 seconds ahead of Alain Prost in the Ferrari..." Oh, how we cheered recently as Mansell managed to actually cross the finish line for once, without his engine blowing up or his tyres falling off. And didn't you just wish you could have been there with him?

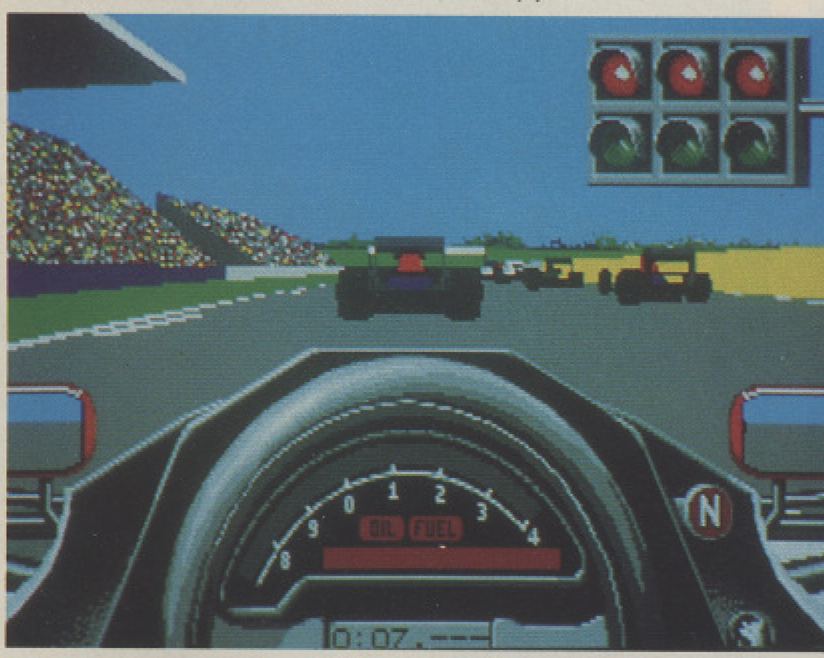
Unfortunately, there haven't been that many Grand Prix sims on 16-bit: most of the racing games doing the rounds concentrate on mythical races across America in souped-up Ferraris or driving around in various different weather types in a similarly fast car.

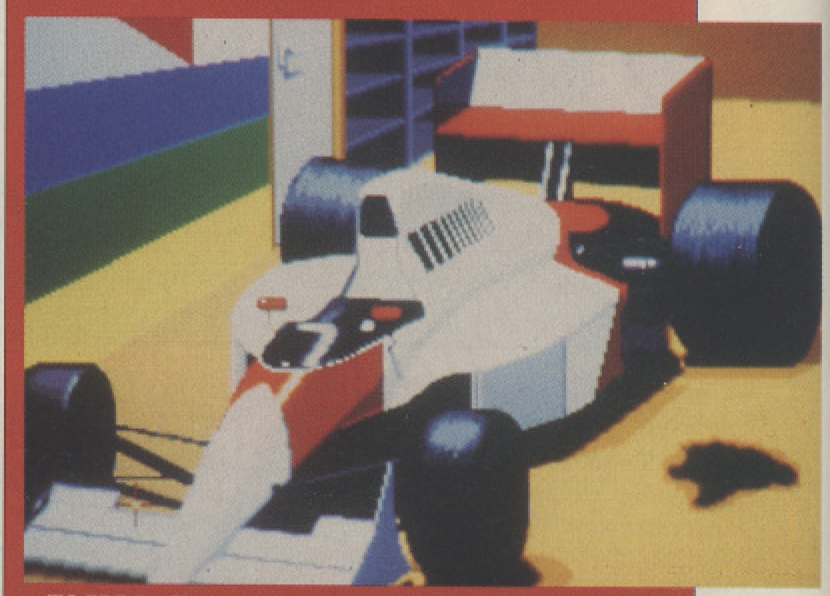
Thankfully, Geoff Crammond – racing sim enthusiast and 3D maestro – is about to change all that. He has been working on another foray into the world of hairpin bends and ridiculously fast speeds – his previous works have included *Revs* and *Stunt Car Racer*, this one's simply called *Grand Prix*.



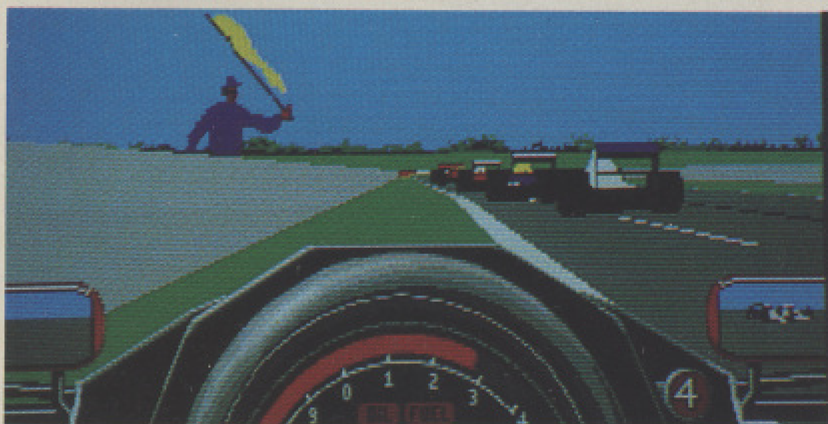
AS THE RATHER ENTHUSIASTIC race commentator proclaims, *Grand Prix* covers all aspects of Formula One racing, from blueprint designs...

RACE DAY. Having practised each course at length and qualified in a comfortable position, it's time to get down to the race – this is, after all, why you're here.





...TO PRE-RACE preparations...



FLAGS ARE ANOTHER VITAL SAFETY ASPECT. Should a serious crash occur somewhere on the course (not very likely unless you're involved), the yellow flag will come out, instructing everyone to slow down and hold their position. Other ones to watch for are the 'all clear' green and the 'you've finished' chequered flag.



...TO THE FINAL RACE.

PRIX

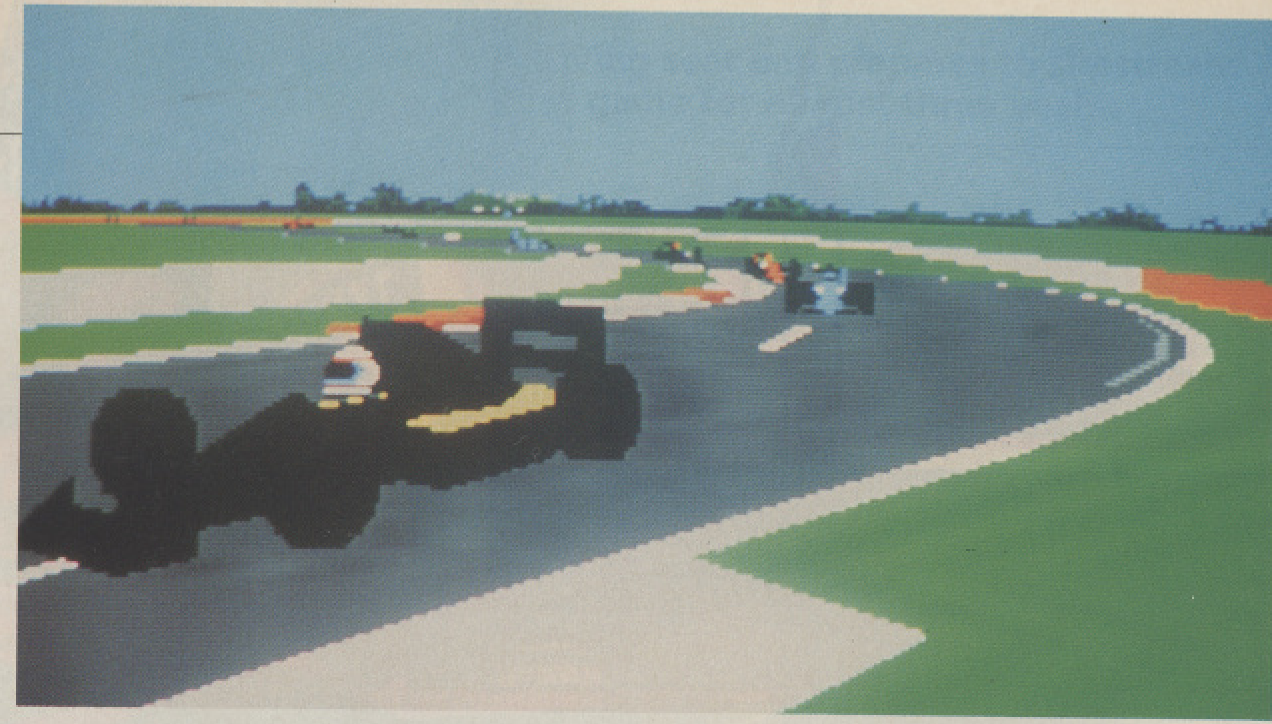


ONE THING MISSING from your cockpit is a speedometer, something that you might consider crucial to a racing driver – but not when you take into account that everyone is travelling at pretty much the same speed and braking at more or less the same time.

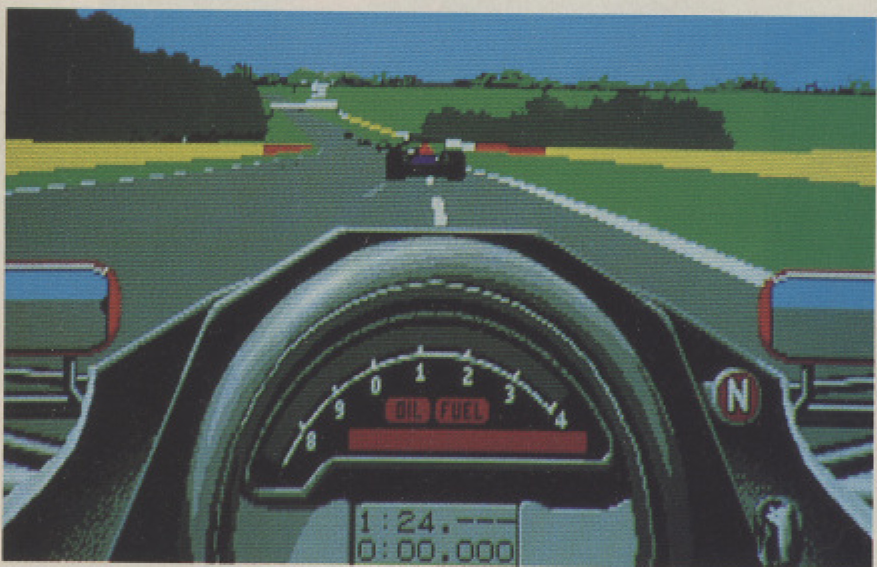
THE COURSES are all accurately modelled on their real-life counterparts: street races such as Monaco take place right down in the heart of the city, tunnels and all.

BY CONTRAST, Germany's Hockenheim is a sprawling mass of trees and greenery. The lanes are wider so there's more room for manoeuvring... and crashing.





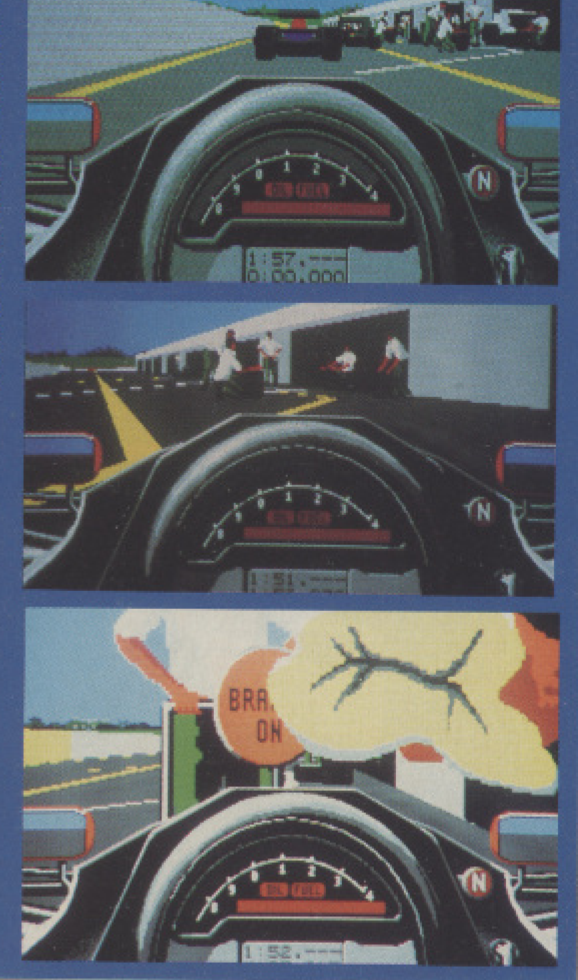
THE INSTANT REPLAY feature shows the last 20 seconds of action from a trackside view. All of your more memorable manoeuvres, turns and crashes can be viewed in all of their glory.



LEAVE YOUR CAR in a threatening position (such as stretched across the track) and it won't be long before the marshals are on the scene, pushing you out of harm's way.

IT'S THE PITS, MAN

PIT STOPS are all-important to any successful race, computerised ones included, and thankfully everything is automatic. Driving into the pit lane involves making your way along a narrow piece of track and into the waiting hands of your pit crew, who can change all four tyres in less than 10 seconds. While you wait, your helmet visor even gets a quick rub.



THE WORD

GEOFF CRAMMOND has done it again. After the 8-bit classic, *Revs* and the strangely diverting *Stunt Car Racer*, Crammond has proved beyond doubt that he is the king of racing simulations. This time though, MicroProse has put the emphasis strongly on the simulation side of things. Don't expect anything as simple as *OutRun* or even *Lotus Turbo Challenge 2, Grand Prix* is the closest thing to the real sport that you'll see on any computer. Naturally this means that you won't be able to pick it straight up and win races. In fact, it's going to take some time to master the use of gears and braking, but once you do you'll find the game is really rewarding. Until then you can quite happily while away the hours on automatic, watching the race slip away and admiring the very impressive 3D scenery. The 3D is spectacular, knocking spots off everything that came before it (yep, I'm talking everything!). The courses are 100 per cent accurate, right down to the tiniest of detail, such as the trees on the side of the road (in fact, MicroProse is even holding back the game's release until after the end of the racing season to make sure nothing changes on the final few courses!) and even little things like the red and white kerb are detailed to the nth degree. Although it's tricky to handle and doesn't have an enjoyable mass pile-up feature, there isn't a finer racing simulation around – not to be missed by anyone with even a passing interest in driving fast cars around narrow bends in tortuous conditions.

Shoots straight up to the front of the grid

Paul Presley

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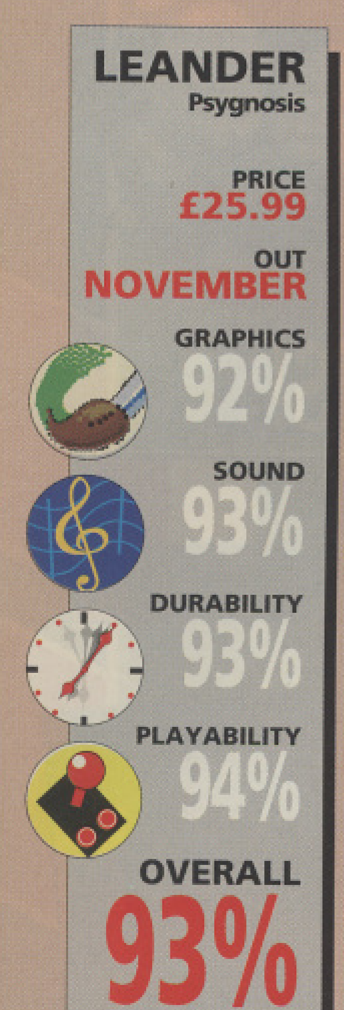
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LEANDER



Princess Lucanna has been captured by Lord Thanatos. His plans are to draw the life force from Lucanna and use it to revive his ailing frame and get himself a Richard Gere look.

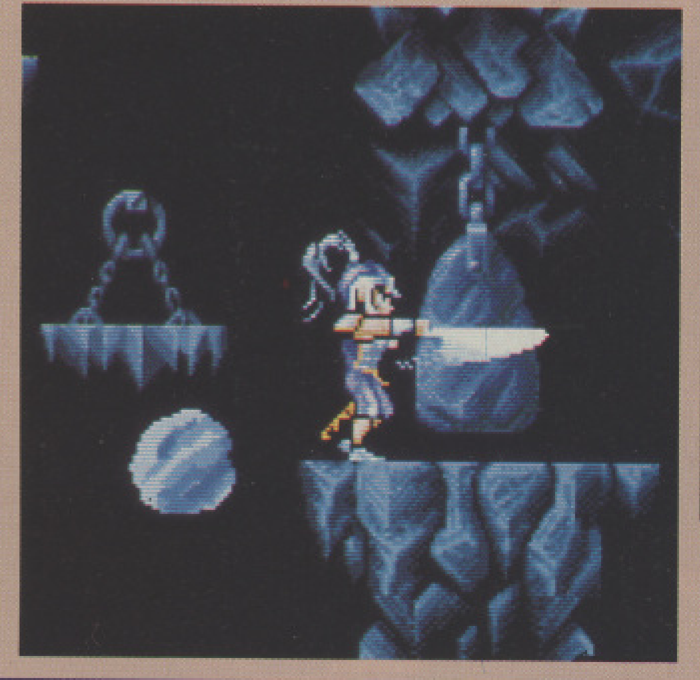
Leander is a qualified princess rescuer (surprised? Nah!). He has decided to have a break from his six-month holiday to go out and bring justice to the Samurai world by restoring Lucanna to freedom and giving Thanatos his come-uppance. That entails conquering 22 worlds set in three distinct levels full of archers, giant insects and man-eating fly traps to name but a few of the weird creatures that inhabit them.

Fortunately, magic potions and weapons are inexplicably in abundance too, making life a little easier for you and a lot harder for your enemies (ha!).

Leander is a Samurai and student of the ancient art of sword swishing. He also has a bit of Samurai magic up his sleeve: self destruction! Yes it's suicidal, but it's also a very effective way of frazzling everything else in sight! Providing you've got more than one life when you do it, you'll be OK.

Like many console games, one of *Leander's* strongest feature is that it can be customised to meet your needs as a player. The difficulty level can be set to easy, normal or hard, giving you five, seven or nine lives, and the music, sound effects and intro sequence can all be turned on or off. Get out there and start slashing!

AS YOU SET OFF you'll notice that your armour is black. This represents the number of hit points you have left: five for black, four for gold, then silver, blue, green and purple as you lose more! There are hazards like boulders and archers round every corner, so keep an eye on your colour. At this point Leander is in the caves, which you enter by pulling down on your joystick. You must enter them caves to retrieve an object that's needed to exit each world.





WHEN YOU'VE MANAGED to reach the later stages of *Leander*, (such as level three, shown below), there are plenty of treats in store for you. Man-eating fly traps that snap at you and make a general nuisance of themselves are one example. Look out for those spear wielding guards as well.

NO GAME can go without end of level guardians, and Leander has to face a few gruesome fiends who are in need of some drastic plastic surgery.

A beastie if ever I saw one, this mean slayer continually claws you, but at least you can watch the waterfall while you die.



A giant spider cum alien and Scorpio type meanie is the mean task for Leander this time. Watch the tail, or you'll never get to meet the snail.



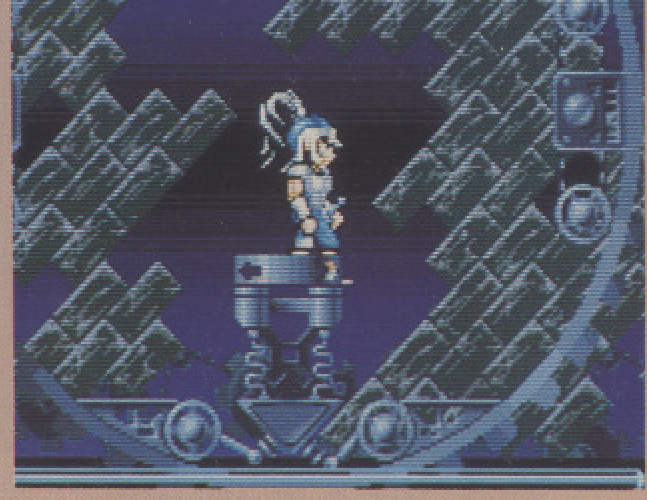
The snail cum dragon mutant slobbers around leaving a disgusting trail. Don't get too close or his head will get the better of you.



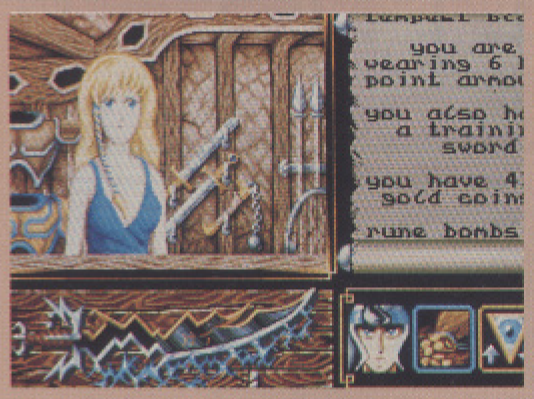
IF YOUR HEALTH IS LOOKING BAD it might be a good idea to smash open that blue canister over to the left. This reveals goodies like extra health or even extra lives…



…but if you leave it too long, it turns into a skull. When you pick this up it starts to rain (no, that's not the bad bit) then a green guardian appears and the only way you can defeat this fiend is by using a rune bomb.

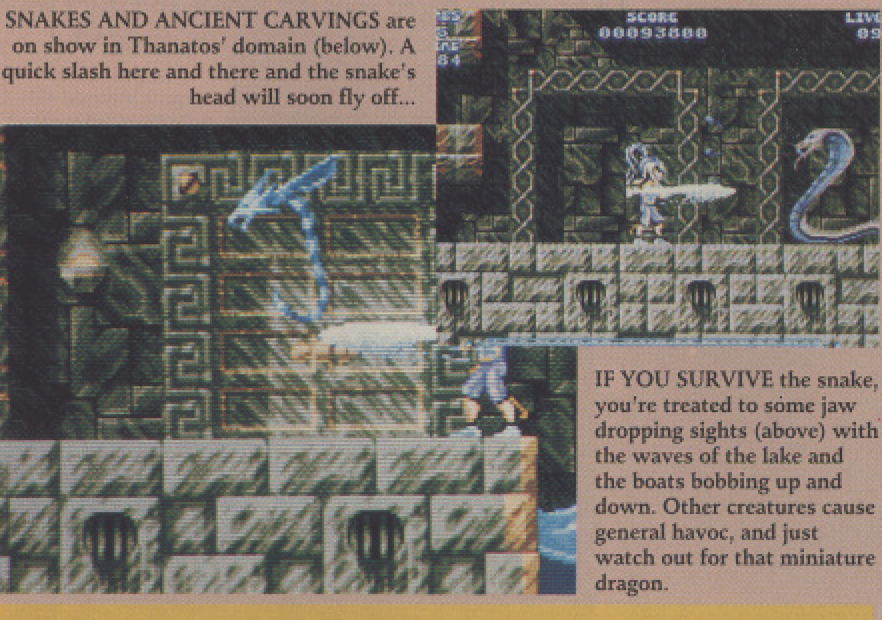


THE MECHANICAL STAGE is full of cogs and levers. In this particular situation, you can move the wheel by going either left or right on the arrows. Make sure you don't fall off and get mangled in the turning wheels, though – it's not a pretty sight.



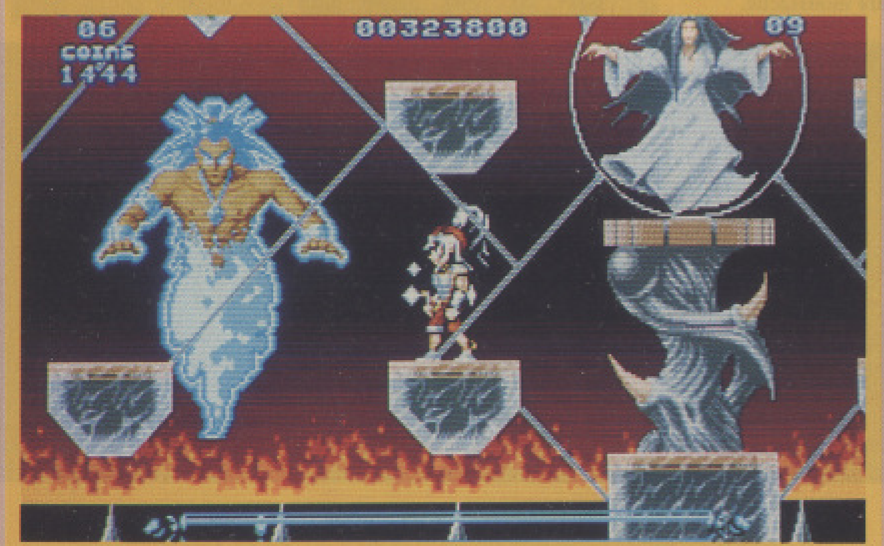
AS WITH MOST PLATFORM GAMES, there's a shop in which you can buy extra weapons: the short sword, long sword , long sword with firing dagger, long sword with two firing daggers, and chargeable weapons that do collosal damage, such as the force blade, tempest blade and the lion blade which produces a huge face of a lion that roars and kills almost everything on screen. You buy these expensive toys by collecting gold which is lying around each level.

SNAKES AND ANCIENT CARVINGS are on show in Thanatos' domain (below). A quick slash here and there and the snake's head will soon fly off…



IF YOU SURVIVE the snake, you're treated to some jaw dropping sights (above) with the waves of the lake and the boats bobbing up and down. Other creatures cause general havoc, and just watch out for that miniature dragon.

YOU'VE SLOGGED YOUR GUTS OUT, your wrists hurt and you've got to battle it out against Lord Thanatos to free princess Lucanna. Thanatos mystically moves around the screen making himself virtually impossible to touch. Jump from platform to platform trying to dodge and weave around Thanatos to eventually defeat him.



THE WORD

WITH THE CONSOLES ATTRACTING all of the good oriental platform games recently, it's about time we Amiga owners had the same kind of classy, smooth scrolling and graphically amazing game. *Leander* has captured the console concept perfectly: scrolling that's smoother than a Radio One DJ and more colours than you could shake a paint brush at. As with all Psygnosis products there's an impressive intro sequence of fighting Samurai warriors, which establishes the right atmosphere for the rest of the game. If you haven't got your Amiga wired up to your stereo yet, now's the time because the music is just begging to be played at full volume.

Absolutely no platform fanatic should be without this one!

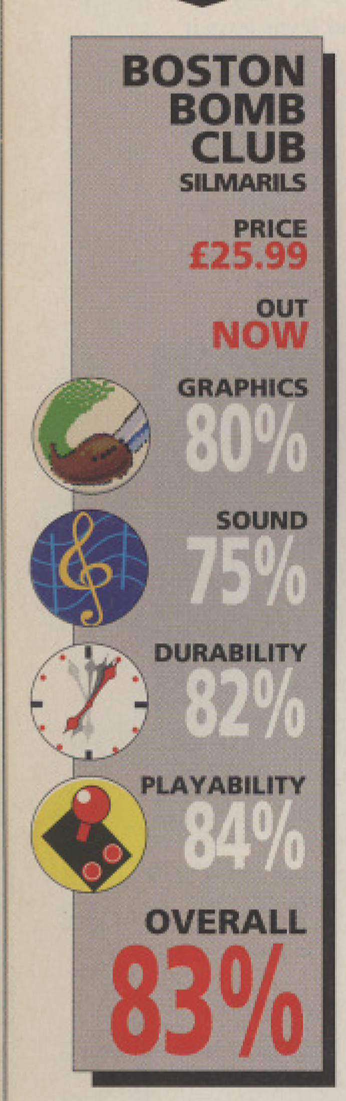
Control over Leander quickly becomes second nature, but is sophisticated enough to allow high jumping and ladder climbing. Additional touches like the waves, waterfalls and rain make this one of the most classy games for a long while. Well worth the pennies.

Jools Watsham



Famous for its tea parties, the Red Sox and a bar where everybody knows your name, Boston is also home to one of the weirdest societies since the Freemasons.

BOSTON BOMB CLUB

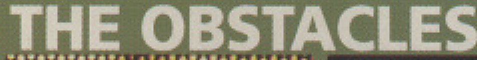


IN THE LATE 19TH CENTURY, there was a club in Boston that was so secret, so exclusive, you needed to bare your left nipple and stick your finger in your ear just to gain admittance at the door.

Once inside this secret society, you were likely to meet all manner of mad scientists, great thinkers and wacky professors as they gathered around pool tables, stacked high with the most bizarre mazes you'd ever seen: gutters, trampolines, cog wheels, chains and even toilet bowls all went into making these contraptions.

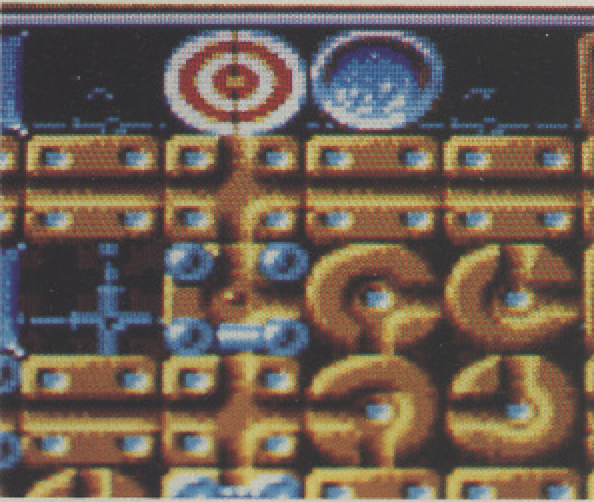
With the maze complete, bombs are rolled onto it while the club members would move junctions around and turn wheels, all the time trying to guide the bombs into the bucket of water at the end before they explode.

Okay, you've bared your left nipple and stuck your finger in your ear, so welcome to the wonderful world of the *Boston Bomb Club*.



SEE THAT GROOVE? That's what carries your bomb from the cannon to the bucket of water at the end. What's stopping it are all the junctions, barriers and other obstacles that are constantly manipulated by your opponent with the white moustache.

THE TARGET IS YOUR TARGET (ho ho). Once a bomb reaches it, it's doused in water and removed from the track, ready for the next one. You just have to get one bomb to the end to progress a level, but on certain levels you'll need to use more than one bomb to achieve this.

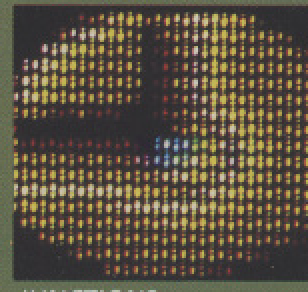


THE OBSTACLES

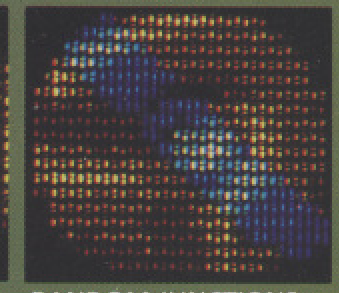
GATES
Click on these to block off a different exit.



LOCKED GATES
Runs across the small red button and the gate changes.



JUNCTIONS
Rotate to continue the groove in a different direction.



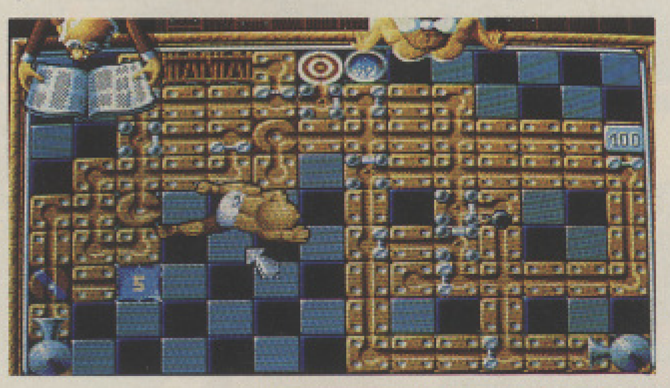
RANDOM JUNCTIONS
Change to a random section of track when activated.



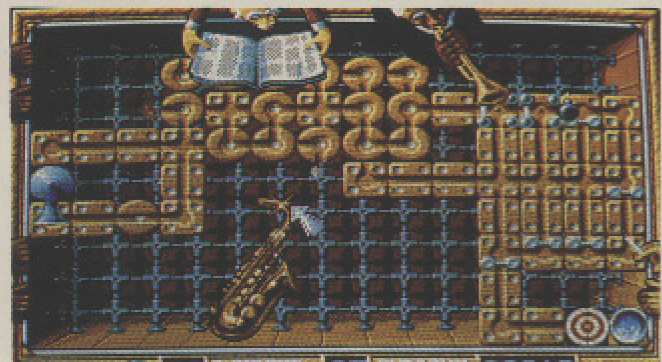
TRAMPOLINES
Cause the bomb to jump the indicated number of squares.

NOT ALL OF THE WATCHING AUDIENCE is riveted to your game. The man with the newspaper is particularly annoying as he obscures part of the maze. The only way you get to see what he's covering is when he turns a page.

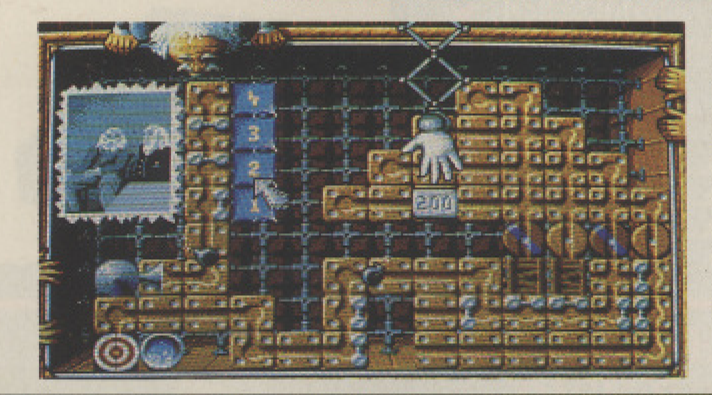
AHEM... the less said the better methinks.



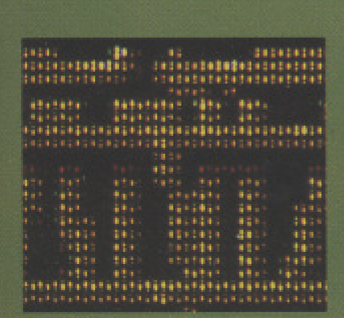
ON SEVERAL of the later levels your task is made harder by a baby crawling across the track. Now babies are as babies wont, and this little darlin' likes nothing better than altering the course and moving the bombs around.



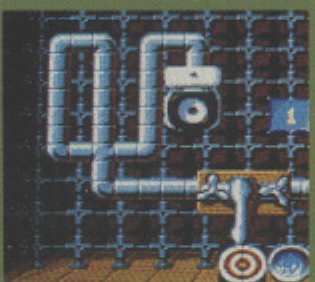
ON SOME LEVELS this mad trumpeter appears. He blows a short tune then runs off again. His purpose? Beats me... maybe he's a tribute to the late, great Miles Davis – or, then again, maybe not.



EVERY SO OFTEN a mechanical hand reaches out and puts a nice little bonus on the track. Should your bomb run over it, you get the points. For every 1,000 points you amass, you get an extra bomb to play with.



BRIDGES
Allow one bomb to go across them before disintegrating.



TOILETS
Drop in the bowl, travel along the pipes and leave by the tap.



PLUNGER
Makes a section of track either appear or disappear.

THE WORD

THIS HAS TO BE ONE of the most bizarre game concepts ever. Rolling bombs around a maze while babies crawl across the top? All very weird. *Boston Bomb Club* owes an awful lot to Rainbow Arts' *Logical* – the 'balls rolling along gutters with rotating junctions' idea for a start. The only real differences between the two are the cartoon graphics, the scantily-clad females, the fact that one is from Germany and the other is from France and Boston Bomb Club has a plot (of sorts). The actual mechanics are identical, right down to the difficulty level (in Logical you could get as far as level 23 without losing a life, here I got as far as level 13). On its own merits, BBC is enjoyable enough, and quite taxing at first... until you get used to things. The option to start from later levels is quite welcome, especially once you've mastered the early screens. Its lasting appeal could be questioned though: there are only 30 levels in total and while most of the later ones are quite tough, it won't be that long before you're there. The manual isn't anything to boast about either, not even taking the time to explain the different obstacles. It's still remarkably playable though, and once you've got into the swing of things you'll find yourself coming back for more. It's also typically French, with the bunny-girl barmaid appearing between levels and leaning over the table mid-game. If you don't already have Logical and you are in the market for a ball-rolling brain-taxer, then I'd have to recommend Boston Bomb Club. In a sense it's like *Logical 2*.

A pleasantly absorbing little challenger

Paul Presley

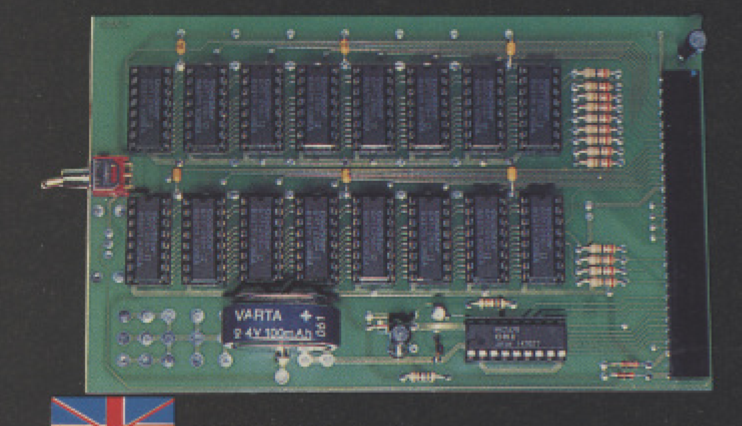
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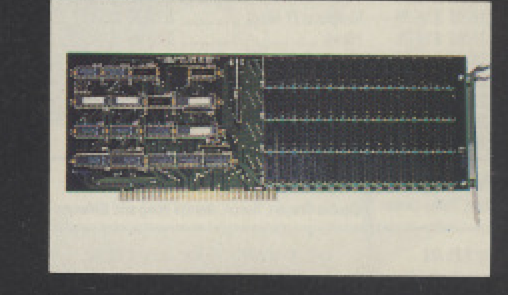
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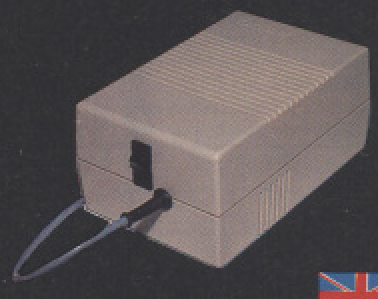
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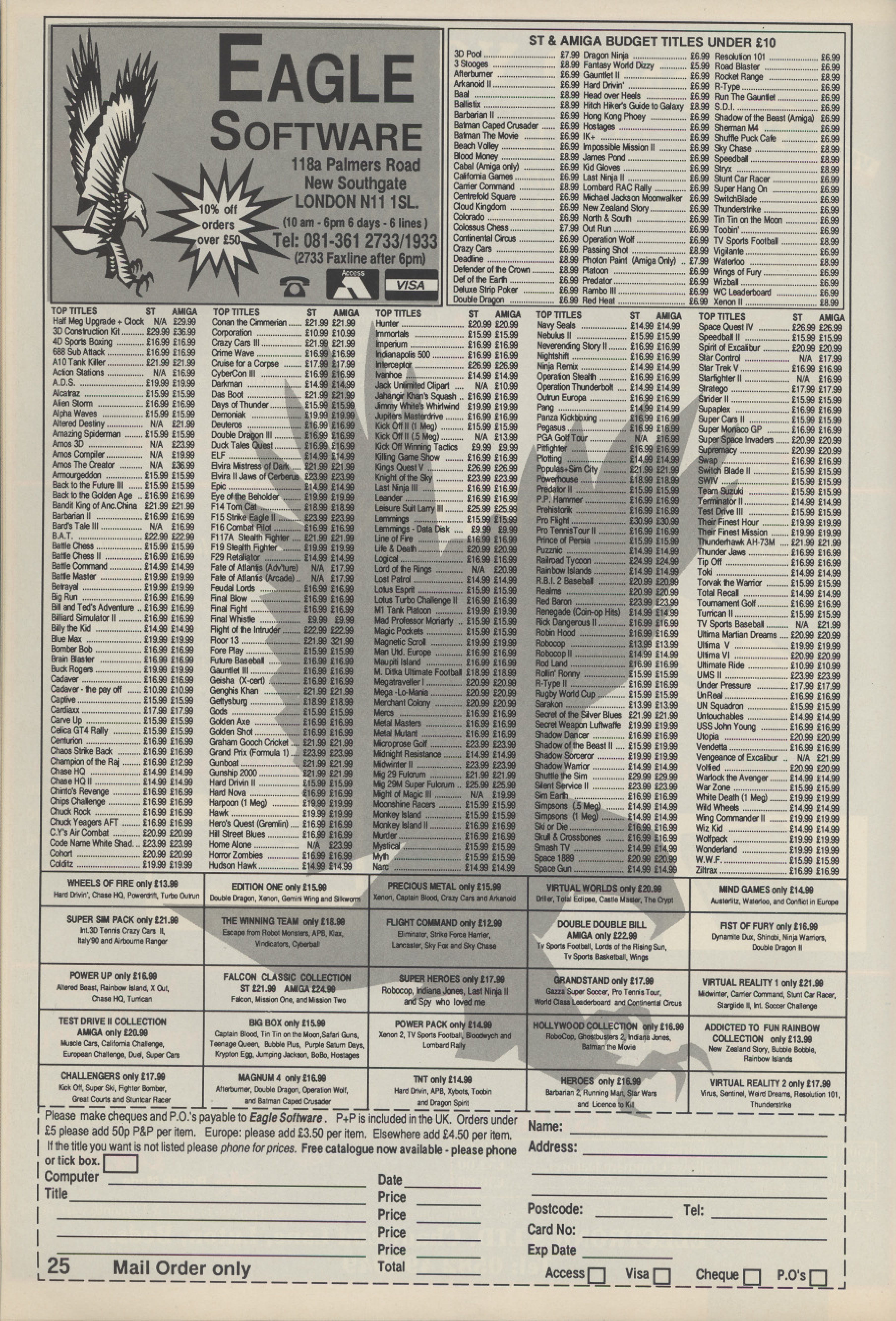
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Having been on the ball with its Manchester United licence, Krisalis puckers up with a spot of ice hockey



FACE-OFF ICE HOCKEY

WITH *MANCHESTER UNITED EUROPE* in a league of its own as far as the charts go, Krisalis has realised that it's on to a winner with its side-on management/arcade sports format. Rather than exploit the football format any further (though no doubt it will return to it eventually) Krisalis has chosen to apply the same technique to a game with a similar format (pitch, players, goals), namely ice hockey.

Face-Off Ice Hockey is played in a similar way to its football precursor with the game divided into arcade and management sections or a combination of the two, so the mechanics of set-up and play will be familiar to fans of Manchester United. If you decide to combine the two elements you must first choose a manager, country and name before selecting a combination of players, a training programme for them and even some pre-match entertainment.

Matches take place on a group qualification format with teams progressing towards a final. If you choose the management option only, you simply see the scores displayed, otherwise you play each match out in the arcade section.

Matches are divided into three periods and you can dispense with the referee if you want to make things a little more, erm, physical. Otherwise the control system follows that of Manchester United Europe with players in control of the ball able to shoot, pass and cross-check (thump) an opponent by stabbing or holding the fire-button down depending on their relation to the puck. It's simple to grasp and works effectively.

Other features include a sin bin for offenders, action replays for goals and instant



FACE-OFF Ice Hockey
Krisalis

PRICE £25.99

OUT NOW

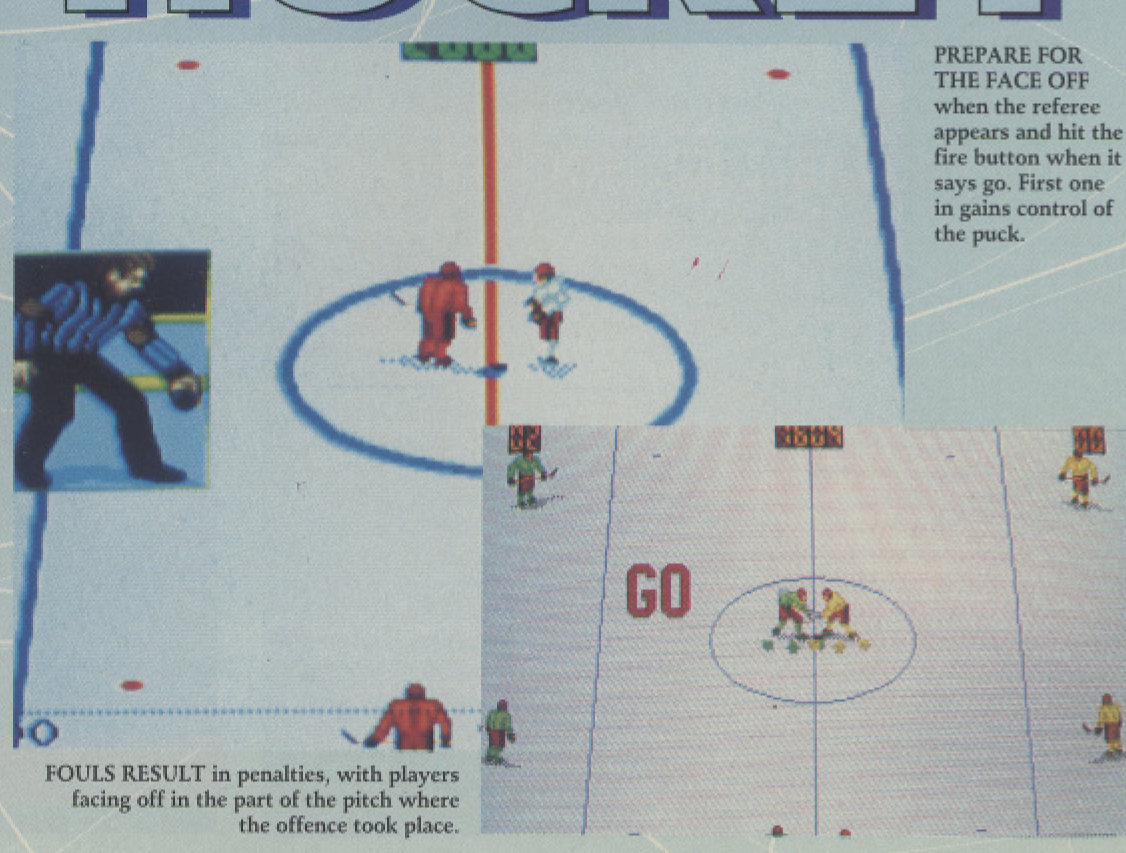
GRAPHICS 79%

SOUND 70%

DURABILITY 73%

PLAYABILITY 80%

OVERALL 74%



PREPARE FOR THE FACE OFF when the referee appears and hit the fire button when it says go. First one in gains control of the puck.

FOULS RESULT in penalties, with players facing off in the part of the pitch where the offence took place.



SELECT A COUNTRY to manage and a name for the man in the suit.

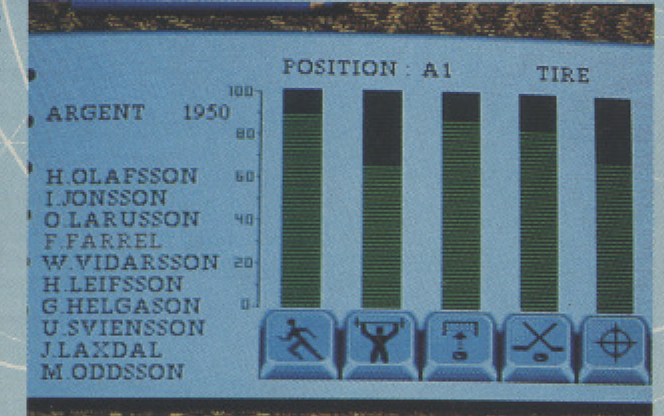


CROSS-CHECKING A PLAYER results in a foul if the referee is in operation. Players wade into each other and an enlarged shot appears identifying the guilty parties. The original transgressor is then dispatched to the sin bin.



THE OPTION ICONS allow you to load a saved game, scan the fixtures, alter the length of matches (up to as much as 20 minutes) and access the various teams' stats.

IN THE MANAGEMENT SECTION you can identify injured players (doctor's bag) and send them for treatment; organise tactics (blackboard), organise training to strengthen individual players' weaknesses (dumbbell) and even choose a spot of pre-match entertainment (inebriated player).



TEN INCREDIBLE ICE HOCKEY FACTS

1 Modern ice hockey was invented by Englishmen in Canada when a game was played on a frozen expanse of Kingston Harbour, Ontario in 1860. Its origins lie with a game played by American Indians.

2 The first players were Crimean War Veterans engaged in a regiment of the Royal Canadian Rifles.

3 The McGill University Hockey Club, founded in 1893 in Montreal was the world's first recognised team.

4 The Stanley Cup, named after a Governor General of Canada, is the sport's oldest and most prestigious trophy.

5 Ice hockey was introduced into the Olympics in 1920 – unsurprisingly, it was won by Canada.

6 Canada was the dominant country at Olympic level until 1956 when the Russians broke through.

7 Britain won Olympic gold for the first time in 1936 at the infamous Berlin Olympics.

8 Ice hockey is recognised as the world's fastest team sport.

9 Bandy is the name given to a variant of ice hockey which is played with a ball and curved stick.

10 The Montreal Canadians hold the record for the most Stanley Cup victories.

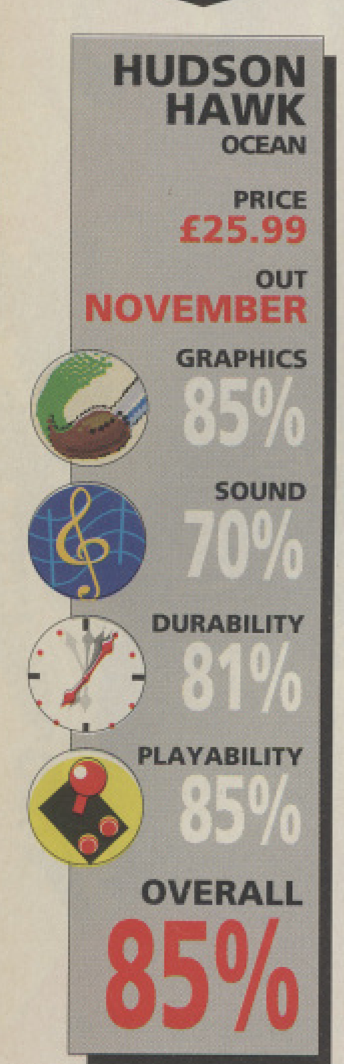
THE WORD

A less than successful attempt to capitalise on the appeal of Manchester United Europe

Brian Nesbitt



Film licences are notoriously dodgy propositions. Mike Pattenden rolls the programming credits on the latest of Bruce Willis' movies to be immortalised in pixels.



HUDSON HAWK

IF YOU WERE A SOFTWARE DEVELOPER, what kind of game would you base around a would-be burglar? All that jumping around, diving about, crawling and bumping off security guards? It has to be a platform game really, and that's precisely what *Hudson Hawk's* programmers have come up with.

A diminutive Bruce Willis has to stop another gang of burglars, the Candy Gang, who are out to get him and destroy the world by making gold using Da Vinci's famous old machine. Willis has to make his way through a variety of locations stealing famous artefacts before he can get to grips with the opposition.

There are three levels, each divided into four stages and all set against the clock. You begin in Rutherford's Auction House, where Willis has to steal The Sforza, a Da Vinci sculpture of a horse, before progressing to the Vatican for the second level and finally onto the celebrated old scribbler's castle.

Throughout the game he is assailed by various nasties such as dogs, guards, nuns, photographers and rats which he can either punch or throw a softball at. Alternatively, he can crawl and jump around them using the various objects around the screen. Scattered around are health-reviving items which top up the power meter and clocks which restore precious time.

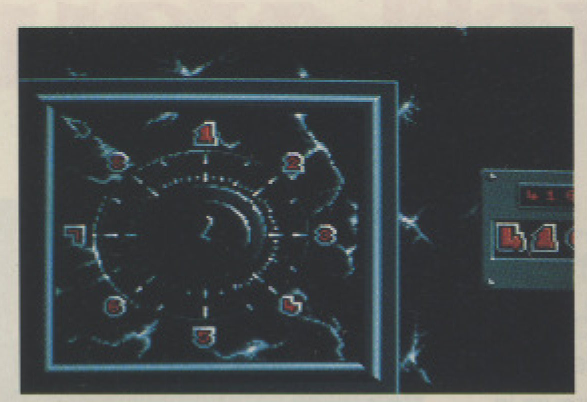

BEFORE YOU CAN BREAK INTO the auction house, you have to shimmy across a rope bridge above a neck-breaking drop. This is the first introduction to one of the game's more difficult manoeuvres.


DOWN IN THE AUCTION ROOM DUCTS you'll find your first dachshund waiting for you. Getting nipped by one of these does Willis far more harm than a good mauling at the hands of a rottweiler.



INSIDE RUTHERFORD'S AUCTION ROOMS – but where's the safe? Well, where do they always hide safes in films?





YOU'VE FOUND THE SAFE, now you have to crack the combination. Anyone could do it – even Bruce Willis.



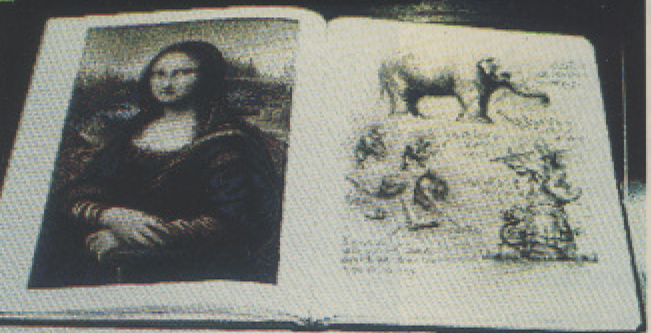
YOU'VE GOT THE HORSE: it's not any old nag, mind you – Da Vinci called it *The Sforza*.



ON TO THE SECOND LEVEL in the Vatican. This one begins amongs the Pope's fan letters in the mail room. Shifting the various packages around is a good way to climb over larger obstacles.



ON THE VATICAN ROOF, puffs of smoke regularly appear. These clouds are considerably more solid than the real thing.



ANOTHER PRECIOUS ART TREASURE in the bag – a volume of Da Vinci's doodles known as The Codex.

HUDSON HAWK – THE MOVIE

LIKE *TERMINATOR 2*, *Hudson Hawk* was way up in the budget stakes (somewhere around $75m), Although this was well over the original estimates, it never looked like having the same pulling power as Arnie's blockbuster.

In the same way that the Schwarzengger sequel was conceived as a vehicle for its leading man, Hudson Hawk was tailor-made for the wisecracking Bruce Willis who plays a reformed cat-burglar. The film was besieged with problems – production in Czechoslovakia was halted because of political unrest, original co-star Maruschka Detmers was taken ill and Willis and director David (*Heathers*) Lehmann clashed consistently; rumour had it that the actor wanted to run the show.

Some spectacular stunts, including a hang-gliding scene with a home-made rig, have done little to spark a film which is mostly played for laughs. Critics in the US hammered it; and although it fared little better over here, it still bombed within weeks of the launch.

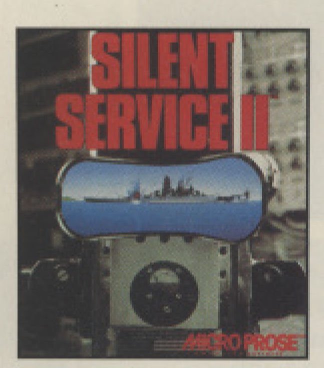
THE WORD

JUST BECAUSE A FILM hasn't been a runaway box office success, it doesn't necessarily mean that the game will suffer the same fate. *Hudson Hawk* doesn't deserve to go the same way as its celluloid counterpart, though you'd be hard-pushed to find anything original about it. Nevertheless, there are plenty of nice touches and the gameplay, although tough, is still entertaining enough to hold your attention. The trouble is, it's so tough in places that you wonder if there was really any need to have a clock running down to make matters harder. Another gripe is that the controls and the fussy detection make it frustratingly hard to jump and swing across spaces or mount ladders under pressure. The game's cartoon figures and comic touches give it a real lift. Willis is depicted as a squat character with sunglasses, but when he is caught in the glare of a spotlight or by a camera they fly off and his dazzled eyes pop out. Other animated figures are also endowed with nice humorous touches, particularly the rottweilers which savage Willis at regular intervals and the wizened janitors sporting brooms. Impressive stills of the artistic treasures break up each level. In translating Hudson Hawk into a game, the game's developer, Special FX, has put together a neat, if unspectacular, piece of software which will appeal to arcade fans without ever winning any awards for originality or excellence in design. Having said that, it has a far greater chance of carrying them off than its celluloid counterpart.

An entertaining platform game which outperforms its movie counterpart

Mike Pattenden

What will you chan

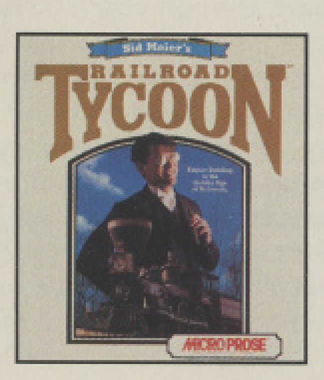


Silent Service II

A state-of-the-art simulation of submarines in World War II

● The original Silent Service won "Simulation of the Year" honours in six nations on its release in 1985.

● The sequel updates the classic with the latest advances in sound, graphics, and game design through original music and digitised speech, photo-realistic graphics and new campaign options.

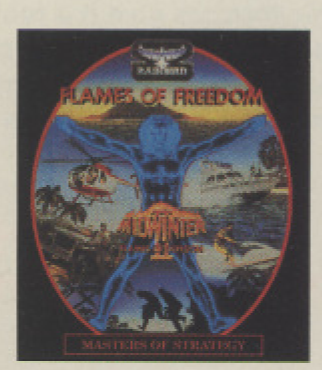


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● Make a fortune with your own Railroad enterprise, influencing the development of towns and dictating the fate of entire industries.

● Manage stock, search for new cargos and see off the competition in a world of opportunity, prestige and fame.

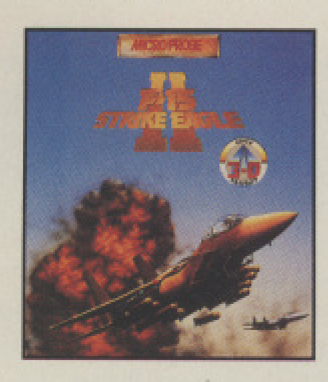


Flames of Freedom

The ultimate real-life role-playing challenge.

● Undertake dangerous secret missions as an undercover agent inciting rebellion amongst enslaved islands.

● Interact with 4000 characters, each with their own physique, psychology and looks, across a 3-D world of half a million square miles.



F-15 Strike Eagle II

Take control of the USAF's premier dogfighting and strike jet.

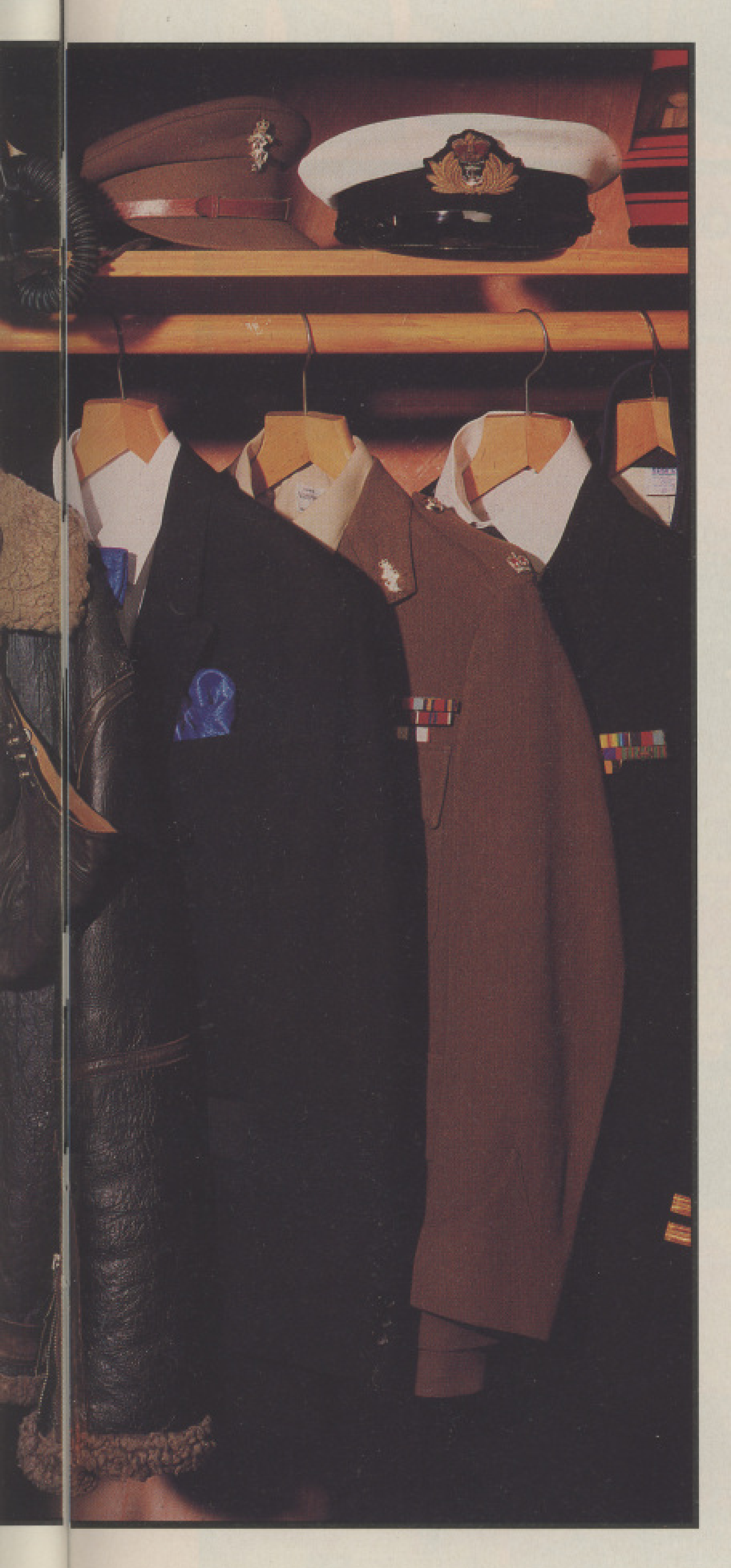
● The fast flowing 3-D, constant action and easy to learn controls make it the best flight sim for beginners and experts alike.

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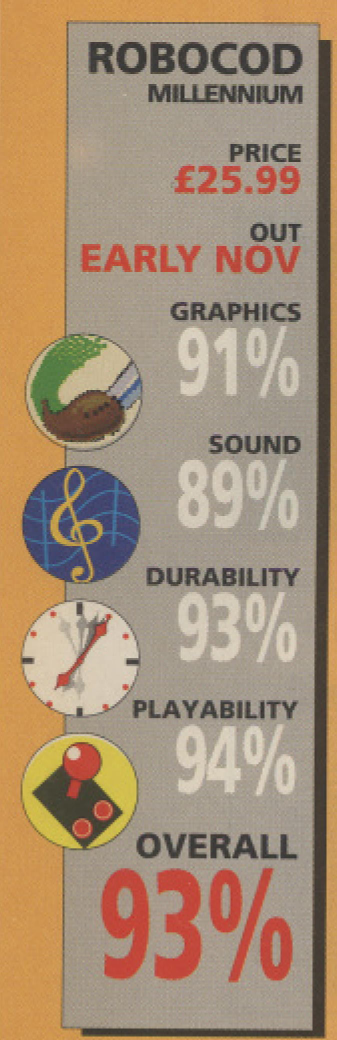


You're not properly dressed without it.



When the evil Dr. Maybe threatens to take over the world by stopping Santa from delivering all his toys, there's only one fish for the job.

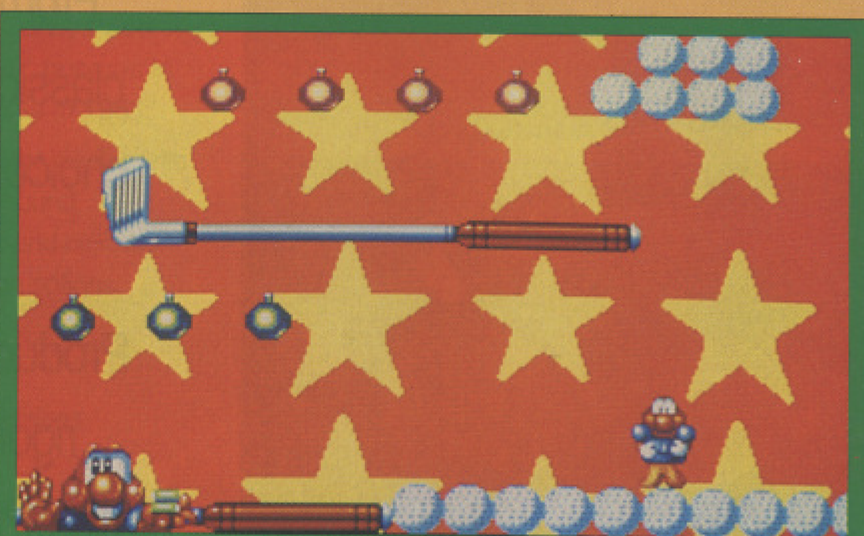
ROBO



HAVING BEEN FIN-ISHED off by everyone's favourite secret agent fish at the end of *James Pond*, the des-pike-able Dr. Maybe haddock go and get his revenge by taking over Santa Claus' toy factory, right at the heart of the North Pole

His plan is to make every toy in the world evil, using them to hold the world to ransom to the tuna $1,000,000. Fortunately, F.I.5.H. has learned of his plans and has dispatched its top agent, James Pond, to the far-off snowy plaice to stop him.

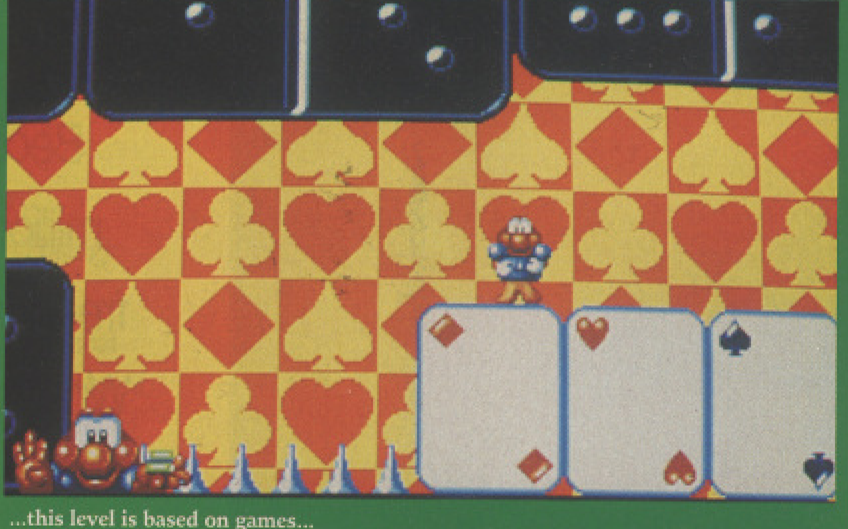
Because this looks like being such a tough caper though, James has undergone some mechanical sturgeon-ry, turning him into that bass-tion of fishy law and order, RoboCod.



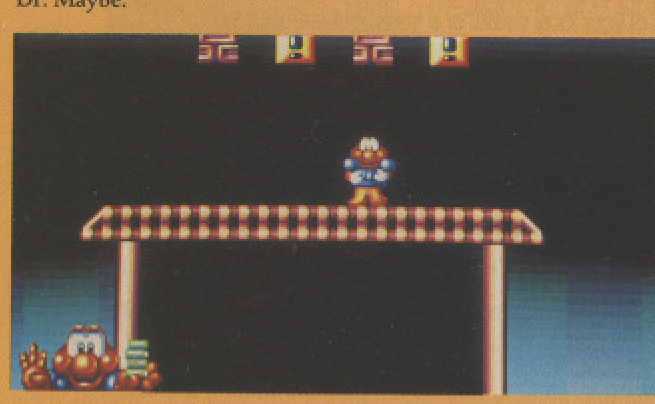
THE LEVELS ARE MADE UP of a series of worlds: the higher the level, the more worlds you have to conquer. Each of the levels has a particular theme, for instance this is the sports level...



ROBOCOD STARTS HIS MISSION outside Santa Claus' tower, home to over 70 levels of madness and mayhem. The four doors with question marks lead to four end-of-level guardians, each of which has to be defeated before RoboCod can take on the evil Dr. Maybe.



...this level is based on games...

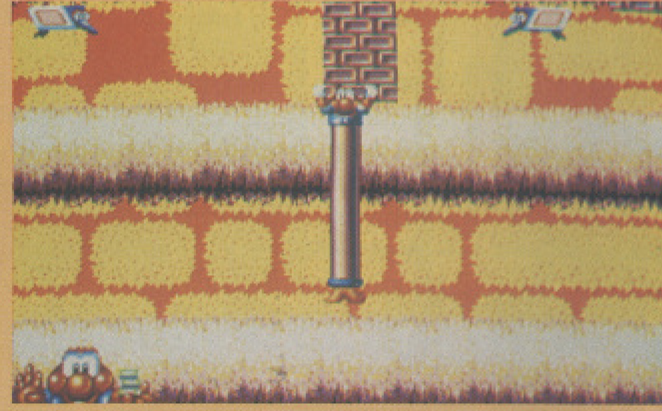


OTHER BONUSES are contained in these *Mario*-style blocks. Pushing them from below reveals their contents (which aren't always good). The larger blocks (covered in question marks) are harder to get to, but offer a greater bonus, or danger.



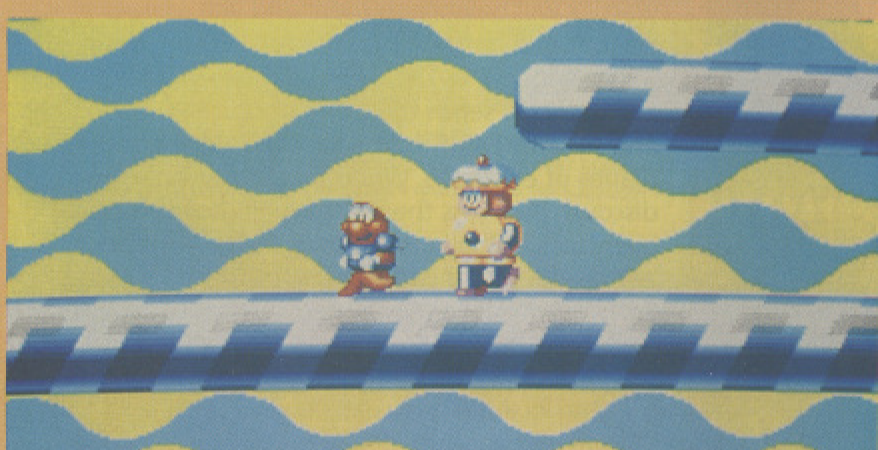
...and this one on confectioneries. Hidden bonuses abound, including the icing container. They are also just lying around, but aren't always easy to get to.

COD

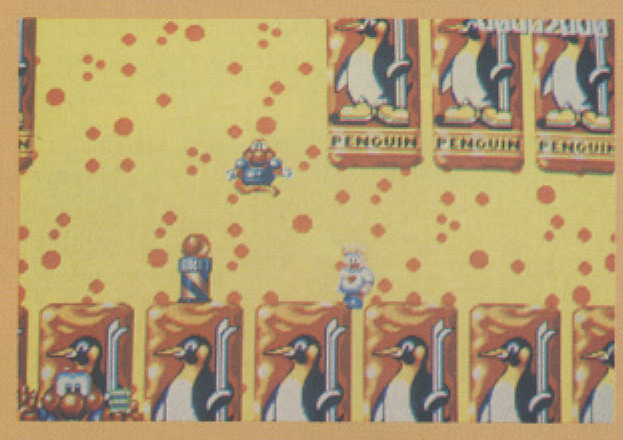


ROBOCOD HAS TWO weapons at his disposal, an extendi-head and a turtle-like shell. Ducking inside his armour makes him impervious to attack while moving, while stretching his head into the clouds allows him to climb to the parts other fish cannot reach.

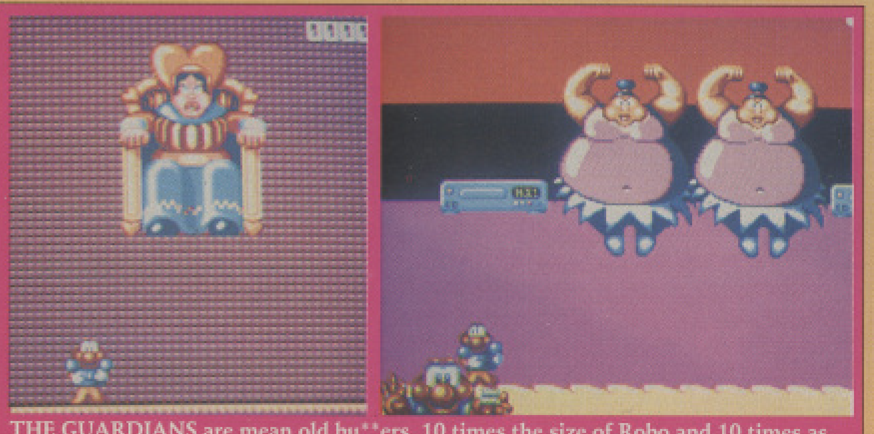
ONE OF THE HIDDEN bonus rooms is made entirely of jelly. Contact with the walls, ceiling and floor causes RoboCod to bounce out of control and makes mapping a virtual impossibility.



SANTA'S TOWER is infested with enemies of all shapes and sizes. In the sweet-worlds, Robo has to contend with hordes of angry Bertie Bassetts, while in the vehicle level, he has to face angry mobs of cartoon trains.



EACH WORLD IS COMPLETED by finding both the exit and the penguins. You can only leave each world once enough penguins have been found (which is shown by the light on the exit pole flashing). Be warned though, not every exit is the best to take, there may be others on the level that lead to all sorts of bonuses. As a rule, if an exit is easy to get to, don't trust it.



THE GUARDIANS are mean old bu**ers, 10 times the size of Robo and 10 times as tough. Fortunately they always stick to a pattern, so a quick study of their route, followed by a jump on top of their heads should ensure a timely end for them.

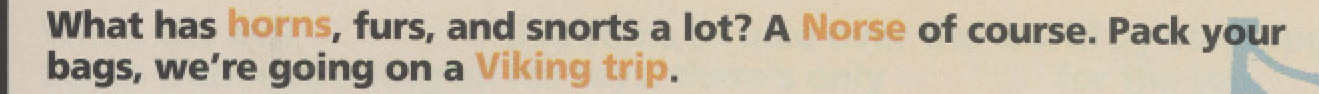
THE WORD

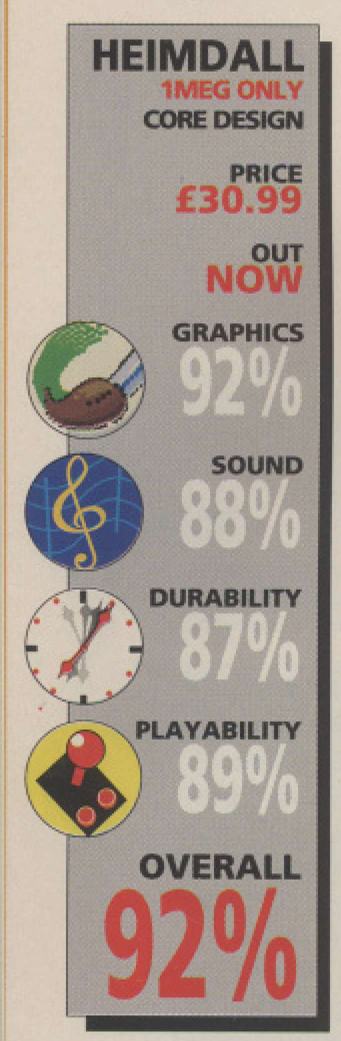
TAKE A HEALTHY DOLLOP of *Super Mario World* from the Nintendo Super Famicom, add it to a liberal dose of *Sonic The Hedgehog* from the Sega MegaDrive, put it all onto a computer and hey presto, you've got *RoboCod, James Pond II*. If you longed after conversions of the aforementioned games ever since their pictures started appearing in all the console mags, you've finally got something to match them. There is so much in RoboCod it's almost unbelievable. With secret doorways, bonus points, extra lives, bonus levels, the term "every time you play it you discover something new" has never been more true. There are certain features that could have been improved (or ripped off more accurately): being able to choose from more than just two levels at a time, more cunningly hidden bonuses on the tower screen, not having to start each level from the beginning every time you die. Absentees notwithstanding, RoboCod is one of the most addictive games to date and consequently one of the best. The graphics are soooo cute and the tunes range from a brilliant parody of the *RoboCop* theme tune to a jolly Christmassy score. RoboCod may never win any awards for originality, but it does take some of the better features of the best of the current arcade crop and wrap them into an unputdownable package. Suffice to say, if you only buy one arcade game this winter, buy RoboCod.

The nearest thing yet to pure console action

Paul Presley







THERE ARE THREE map screens, one for each world, each consisting of a series of islands. You will often find that you have to obtain certain items from one island then return to an earlier island to complete tasks there.



THE INTRODUCTORY SEQUENCE rivals those of *Psygnosis* and shows the gods creating the world and the Vikings and the subsequent miraculous birth of Heimdall.

HEI

DON'T TELL ME ABOUT A GOD'S LIFE – dog's life more like. You spend an eon perfecting the Viking hordes for a bit of light amusement and what do they do? Rape, pillage, eat and sleep. I ask you, where's the amusement in that? So there's only one thing to be done... Get rid of the lot of them and start again.

Well it looks like the future is pretty ropey for the Vikings. Fortunately Frey, one of the wiser gods, foresees that the Vikings will eventually be able to help them, so he plans to prevent their destruction. He visits them and tells them that one day a great warrior will be born to them and will represent them at the battle of Ragnarok.

Sure enough, as the age of Ragnarok dawns, the evil god Loki sends the other gods into a deep sleep and casts three of their weapons into the three planes of existence. When the gods awake and discover their loss there's trouble; they can't cross over from Valhalla to retrieve their weapons because doing so will cause them to become mortal. So Thor travels to the rainbow bridge which separates Valhalla from the three planes of existence and raises a ferocious storm, during which a Viking maiden miraculously gives birth to a child.

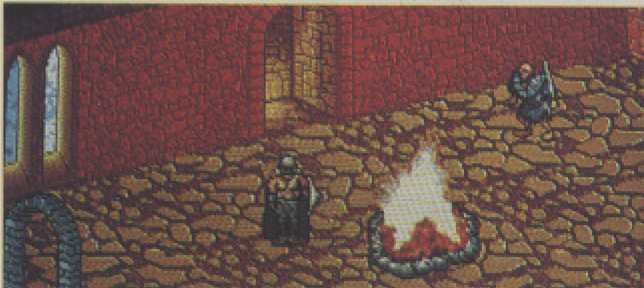
That child is Heimdall and his destiny is to find Thor's hammer in Midgard, The World of Men, Frey's spear in Utgard, The World of Giants, and Odin's sword in Asgard, The Home of the Gods.

As Heimdall, your task is to train and then lead a mission with five followers to retrieve each of the weapons.





NOT ALL OF *HEIMDALL* is set in dark and dank caverns – there are plenty of villages too, but you won't always get a friendly reception. The houses, as you can see, look typically Nordic, but the hospitality is as frosty as the climate.



THE DUNGEON and cavern levels are reminiscent of *The Immortal*, but the enemies are fixed to the spot and you must approach them if you want to fight: they often bar your way and some of them hold items essential to your progress.

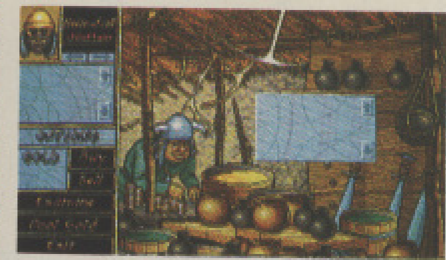


INSIDE THE HOUSES you occasionally get the common Tardis effect – how do they get so much room inside such a small house? Watch out for the oversized furniture too.

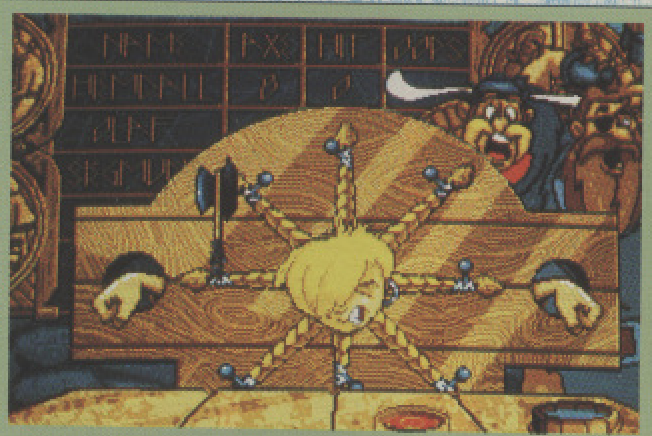
MDALL



THE COMBAT SCREEN is called up every time you choose to fight another character. Although it's not the friendliest combat system you've ever come across, it's worth getting to grips with just to see the superb animations which show the fight in real-time from your viewpoint.



THE SHOP IS HIDDEN AWAY within a village, where an old Viking is happy to sell you a number of useful items, providing you can pay cash!



THERE ARE THREE sub-games, of which axe-throwing is the first. You are drunk but have to sever the girl's pig-tails without hitting anything vital! The sub-games represent the training of your merry band – the better you do, the better your crew.



PIG CHASING involves trying to catch a greased pig and is apparently exactly the sort of thing that red-blooded Vikings enjoyed.



ON THE BOAT your objective is to jump from plank to plank trying to knock your opponents off in the shortest possible time.

THE WORD

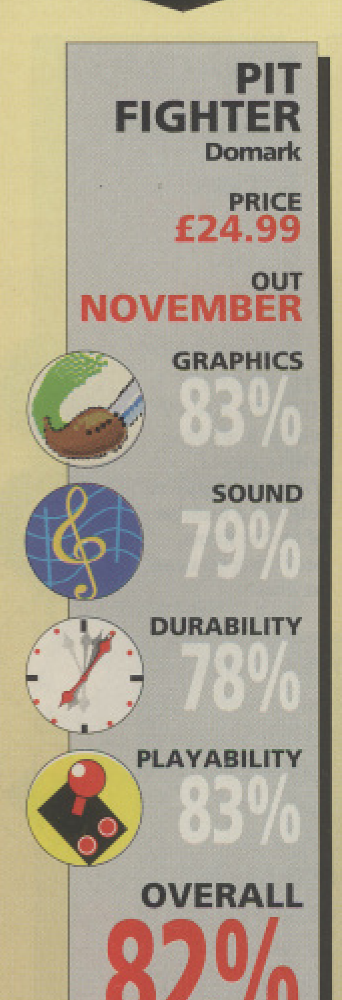
ISOMETRIC ARCADE ADVENTURES are certainly nothing new. Ever since Ultimate gained acclaim with the likes of *Knightlore* and *Alien 8*, or Jon Ritman with *Batman* and *Head Over Heels*, they have been one of the more popular types of game. However unoriginal it is, the genre has certainly come on a lot, as is quite admirably demonstrated by games such as *The Immortal* which combine all the playability of their 8-bit counterparts with the enhanced graphics and sound that the Amiga can offer. *Heimdall* is one of the latter breed and bears comparison with the very best of this type of game. Although the 3D isometric action is the central part of the game there is plenty more to enjoy in Heimdall. To begin with, the sub-games are well implemented and fun to play (they certainly don't come across as useless padding like many sub-games). Then the graphical content is never less than good and in many places is stunning. Heimdall is constantly surprising and so huge that it is going to be some time before you have exhausted the possibilities. If it does have any faults, they lie almost entirely with the combat system. Having enemy characters rooted to the spot may be a nice way of saving memory but it doesn't do much for the game's atmosphere, and the combat system could have had a better interface. As it stands, if you are prepared to persevere you will get the better of it, but it may put some people off.

A delightful combination of action and animation

Laurence Scotford



Jools Watsham may not look much like Arnie Schwarzenegger, but he knows how to fight dirty, which makes him a perfect contender in Domark's latest coin-op conversion.



It's illegal, it's dirty and it's full of bloody, sweaty men! No, it's not *The One*'s editorial office, but the most popular underground sport. Pitfighting attracts not only the sort of people who think that boxing is a game for sissies, but also plenty of unscrupulous backers. Thousands of pounds are placed on every fight and if you do well you're awarded a brutality bonus, which usually means making some serious cash.

You're fighting for the championship, and there are seven fighters to beat before you can battle it out with the sinister Ultimate Warrior. Each fighter has his (or her) own unique fighting style whether it be clean or dirty, and it's usually dirty; take Mad Miles for example, he spits on you when you're down, yuk!

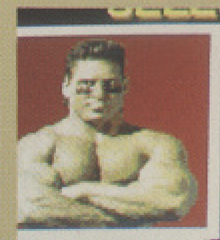
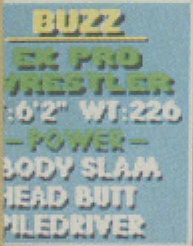
You can play with one of three fighters, Buzz, Ty or Kato. Each has their own strong points like wrestling, kick boxing or karate. Fortunately you won't have to rely on your natural skills alone. There are weapons lying around the arena which can be used by whoever gets to them first. Just make sure it's you.



PIT FIGHTER

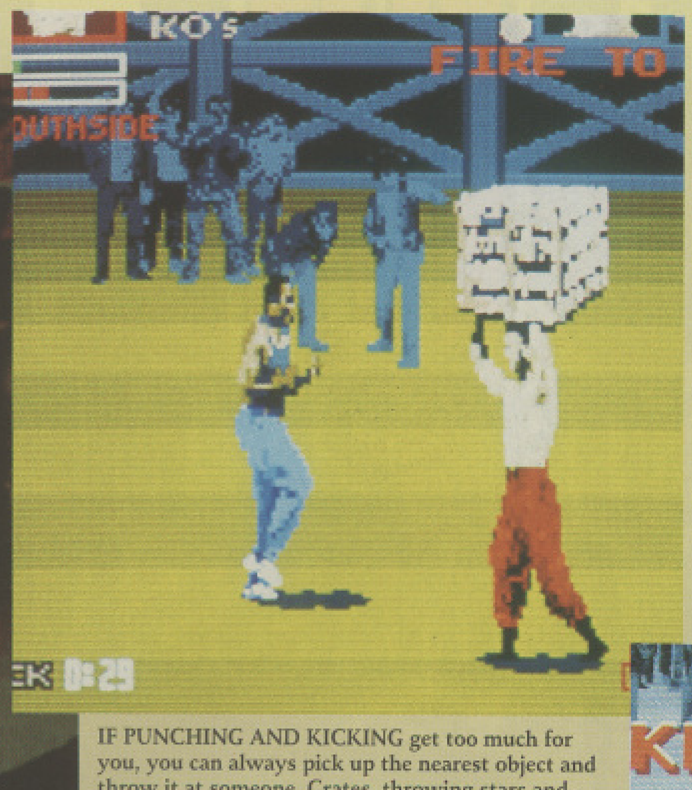


WHEN THE ACTION STARTS, it's all out for glory. Punch, kick and basically do anything to beat your opponent. The great thing is that when someone's on the floor you can still inflict punishment on them, but remember they can do the same to you! Watch the energy bar at the top of the screen, when this is down to zero you've won, or lost, depending on whose bar is depleted.



OF THE THREE FIGHTERS Buzz is the wrestling hero, and can perform moves like the body slam, head butt and pile driver that are unthinkable to us nine stone weaklings. Ty is the professional kick boxer, who packs a kick that would leave Eubank speechless, and he has many more moves up his sleeve, such as the double-kick. Finally Kato (no relation to Inspector Clouseau), is the traditional karate expert and has his sights set permanently on the solar plexus.



IF PUNCHING AND KICKING get too much for you, you can always pick up the nearest object and throw it at someone. Crates, throwing stars and steel piping are among the items that are lying around waiting to be used.

WHEN ALL ELSE FAILS and repeated punches don't seem to be affecting your opponent, then you can always try your 'special move' (below). This is guaranteed to knock some serious energy off your opponent's energy bar. Each fighter has a different special move: Buzz has the body slam to keep the enemies at bay, Ty uses the trusty old rapid punches and Kato relies on the double round-house kick for a top-class result.

TO ADD A FURTHER COMPETITIVE ELEMENT to *Pitfighter* you have a 'grudge match' to play after every three matches. This consists of both players having to beat 10 types of hell out of each other in an attempt to get a total of three knock outs. In one-player games you get to fight a computer controlled replica of yourself.

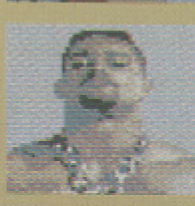




YOU MAY FIND that you can get away with standing around avoiding everyone while the other player does all of the work, but come the end of the round you'll also find that your 'brutality bonus' is zero, resulting in no cash and the reputation of a wimp – go and play something else instead.



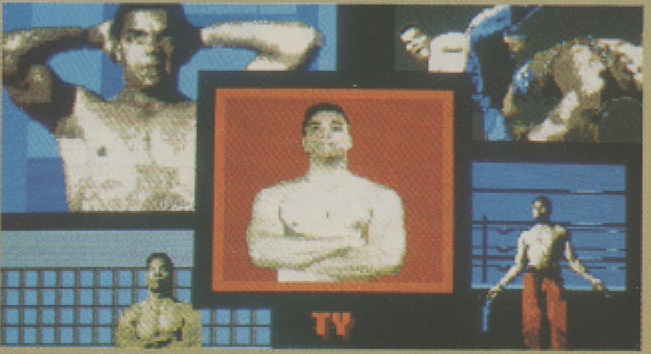






THIS UGLY bunch is the opposition's line-up. All these characters have different fighting techniques – like Mad Miles who spits on you!





AS WITH THE COIN-OP, there's an attract sequence that shows the training and strong points of each player.

THE WORD

***PIT FIGHTER* ISN'T A GREAT COIN-OP, but development team Teque has not only converted it blow for blow, but has even managed to improve it! The graphics have been ported straight from the original and touched up to accommodate the smaller colour range. The scaling of the sprites, which looked so impressive on the coin-op, is included and conveys a nice illusion of depth. To keep your fingers snapping there's a great 90s style soundtrack, taken from the coin-op and sounding just as good, along with the grunts and groans of the pain stricken fighters. Each player has a vast number of moves at his disposal that are implemented depending on the position of the opponent, from the back kick to the good old fashioned punch in the ribs – when the opponent is down of course! Control over the fighters is very nice indeed, although the action tends to slow down at stages when there are several large sprites on screen at once. Providing you're not of a squeamish disposition, you'll find this an entertaining and playable beat 'em up.**

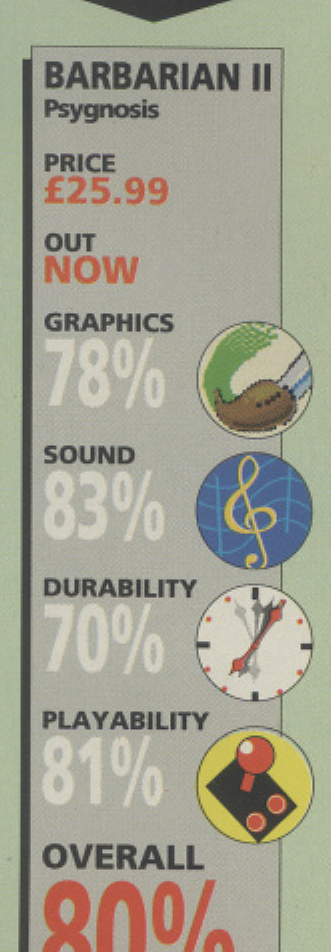
A great beat 'em up – get it before it gets you!

Jools Watsham

The once icon-driven Hegor has returned, but this time there are no icons and he's armed to the teeth! Jools Watsham takes control and battles it out with werewolves and guards.



BARBARIAN II





TO SET THE SCENE there's a lovely intro sequence that shows the reincarnation of Necron. As this is a Psygnosis product it's exactly the sort of high quality mini-movie you'd expect.

BEING A BARBARIAN, Hegor is no stranger to dangerous quests. In fact he gained himself a reputation as something of a hard and generally responsible chap by defeating the evil Necron some years ago. So when he learns that Necron is about to be reincarnated he doesn't hesitate to go out and defeat this evil once again.

This time he has wisely decided to take a bit of armour with him; kitted out with a helmet and leather padding, our hero sets out through the forest to see what ruffians he can find and slay, while on the look out for traps and other surprises.

Unfortunately Hegor has no money to his name (wine, women and song are expensive luxuries these days), so he can't afford to arm himself with a sword. His plan is to steal a suitable weapon, but for the time being the traditional kick in the shin and punch to the stomach will do.

Barbarian II is set across six levels of horizontally scrolling hack and slash action, with many secret passages and lost paths to be found. Control over Hegor (unlike the original icon driven *Barbarian*) is direct and relatively simple; different moves are executed by moving the joystick in different directions, such as punch and high kick when you're unarmed and high and low slash when you find a sword. Otherwise, (despite the smaller sprites) it has the same brilliant animation and humour that characterised the original game.



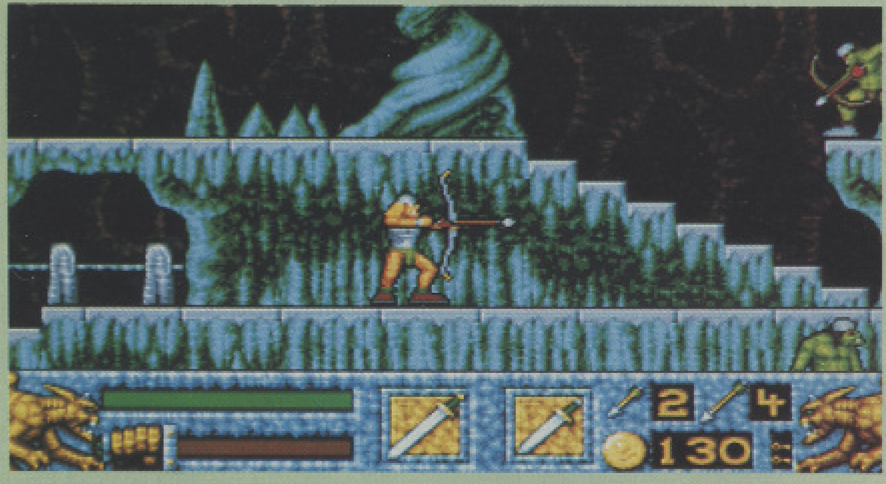
WATCH OUT FOR THE WEREWOLVES (left), they have a lethal swipe which can do you some serious damage, especially when there are two of them.

HEGOR STARTS his quest in the forest, where werewolves, giants and swordsmen are waiting to pounce out. Different paths can be found by pushing up or pulling down on the joystick.It might be a good idea to map out your route or you'll get completely lost – Hegor doesn't come equipped with an AA map.









HA! YOU'RE ALMOST UNBEATABLE with a bow, nothing can survive it. There aren't too many of them lying about though, so you can't afford to go crazy with them – argghh, watch out there's a rival archer above you!

IN THE VILLAGE all is quite and peaceful – until you hit one of the village folk, then the army comes running after you. The best method of escaping unscathed is to knock the villagers over by doing a forward roll – it works wonders on the old ladies! But if you hang around long enough (not hitting anyone) the army should settle down and leave you alone.



WHIPPING SKELETONS are the main fiends in the dungeons. Fortunately, Hegor is armed with a long sword so that skeleton will be history soon. As with the caves and castle, many platforms and ladders are to be climbed and the odd switch needs to be pulled if you want to get out!



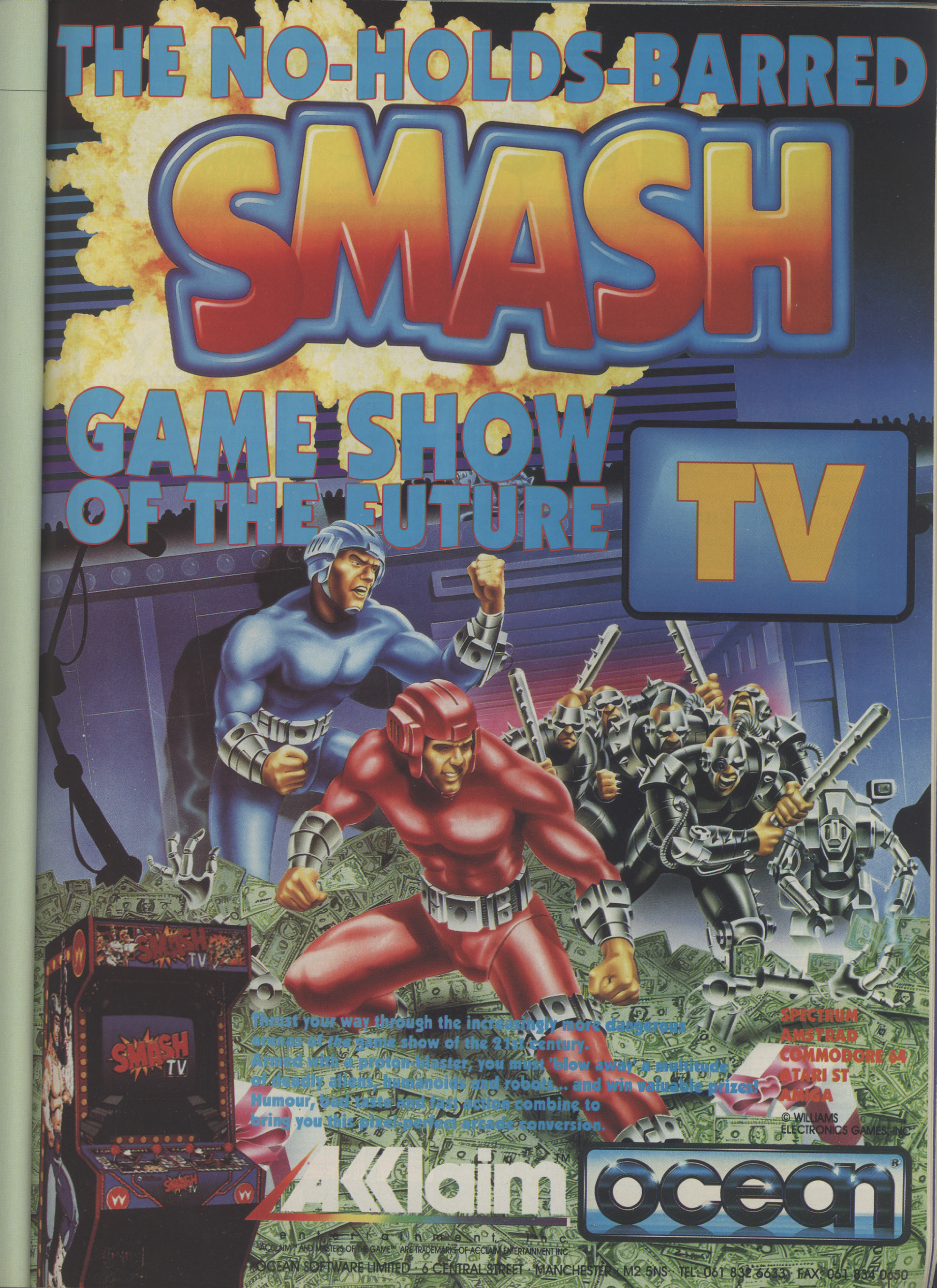
IF YOU'RE FEELING a little run-down you can always pop back to the village shop for a quick pick-me-up. A shiny new sword or some reserve energy does wonders for barbarians who are starting to feel all the strains and stresses of everyday life, and the shop keeper is always willing to accommodate someone of Hegor's bearing.

THE WORD

***BARBARIAN II* HAS MUCH TO RECOMMEND IT INITIALLY, but** with too few levels and similar gameplay throughout, the appeal soon wears off – especially when you compare it to the original *Barbarian*. The main character, Hegor (remember him?), is well animated and colourful, as are many of the other sprites, and they are complemented by a well-drawn and detailed background. The atmospheric title music features the pan piped noises of Enigma, and the sound effects are the normal grunts and groans you'd expect from a hack and slash romp. The difficulty of the levels progresses nicely from the simple layout of the forest through the torturous caves to the maze-like village. If you found the icon-driven control system of Barbarian a pain in the rear end then you'll welcome the ready relief provided by Barbarian II's more conventional joystick manipulation. Basically this boils down to a simplistic bundle of fun for those who like their hack and slash unadulterated.

Good bloodthirsty fun, but the appeal fades all too fast

Jools Watsham



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YOU KNOW HOW IT IS. There you are, sat behind the monitor desk in your Earth Defence Outpost building, when suddenly, during a particularly lean lunch hour, there's a full-scale alert. Aliens are invading, descending from the sky in straight lines. How will the Earth survive?

Fortunately they've got one last hope – you (or you and a friend if you want two players). Armed only with your trusty space cannon, it's up to you to blast those alien mothers outta the sky and back into the furthest reaches of the galaxy. Yee-ha!



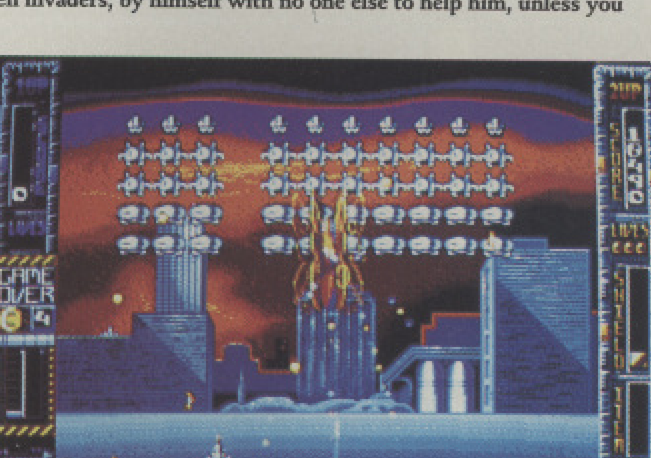
THE CARTOON INTRO SEQUENCE sets the scene nicely. A lone defender of Earth is left to fight off the alien invaders, by himself with no one else to help him, unless you pick two players.

THE WORD

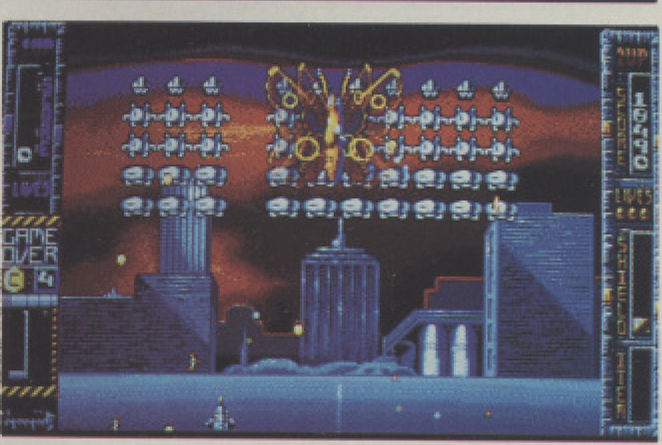
I NEVER THOUGHT that one day I would end up reviewing *Space Invaders* but, here it is, re-vamped and re-released for a '90s audience – which is a shame, because no matter how hard you try to see it otherwise, Space Invaders is a '70s arcade game. OK, the graphics are better and there's a variety of weapons and alien styles to encounter, but Space Invaders is still just Space Invaders. There are a few original ideas thrown into Domark's interpretation, such as the strange bovine-rescuing level and the extra weapons, but there isn't really enough to take your mind away from the overly simplistic gameplay. *Super Space Invaders* is one of those products that usually comes along once a year, has a very strange and unique idea and fails to pull it off. If you really want a bit of nostalgia, grab a couple of 10ps and find an old arcade version.

Space Invaders through and through, much to its disadvantage

Paul Presley



DIFFERENCES FROM the original game are notable from the second wave onwards. When you shoot an alien, the ones above it fall into the gap that's left. From the third wave, they grow to fill the space left by dead aliens.

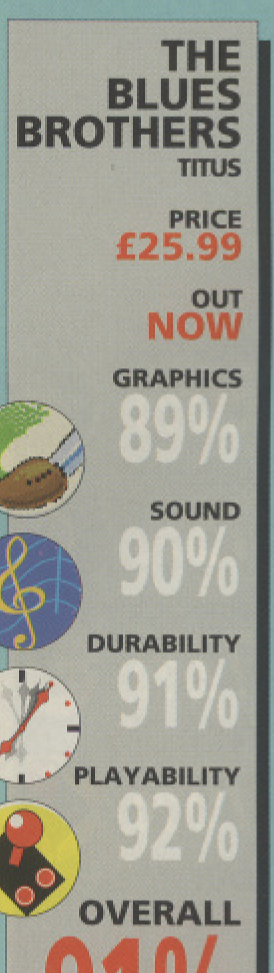


WHEN YOU SHOOT the mother ship that periodically flies across the top of the screen, an *Arkanoid* style bonus pellet falls from the sky. Bonuses include extra shields, lasers, multiple bullets and the time-stop which sends a butterfly across the screen.



AT THE END of each level is the wacky bovine section. Your task is to defend all the lovely cows from the alien invaders.

"It's 106 miles to Chicago, we've got a full tank of gas, half a pack of cigarettes, it's dark and we're wearing sunglasses." "Hit it!"



THE BOYS ARE BACK in town and they're ready to rock. Unfortunately, the local sheriff has other plans. The Blues Brothers, Joliet Jake and Elwood, have built themselves a bit of a reputation at their little shindig in Chicago, so the local authorities are none too happy about their forthcoming concert.

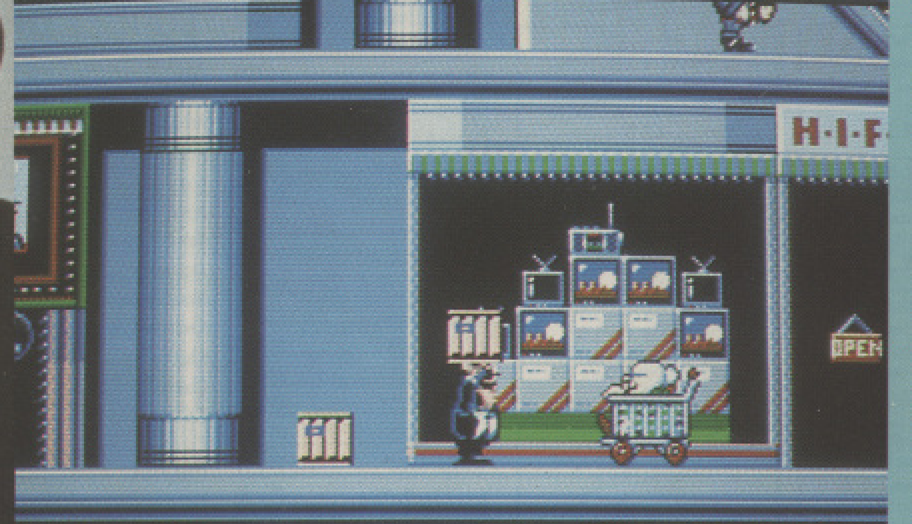
In an attempt to put a stop to it, the local sheriff has stolen all the boys' equipment and scattered it across town, issuing an ultimatum to "pack up and get out". Jake and Elwood of course, have other plans.

Six levels of madness and mayhem are the result, as the boys attempt to retrieve as much of their gear as possible. It shouldn't be too hard – just remember, they're on a mission from God.

THE BOYS' 'MISSION FROM GOD' begins at the local shopping mall (although this time they're not in a car). A guitar is the first item on the shopping list – perhaps one of these shops contains the goods.

THE BLUES BROTHERS

THE ONLY DEFENCE Jake and Elwood have against virtually everyone else are the boxes that lie, conveniently, around each level. Pick them up and throw them in your adversary's general direction to see them off.

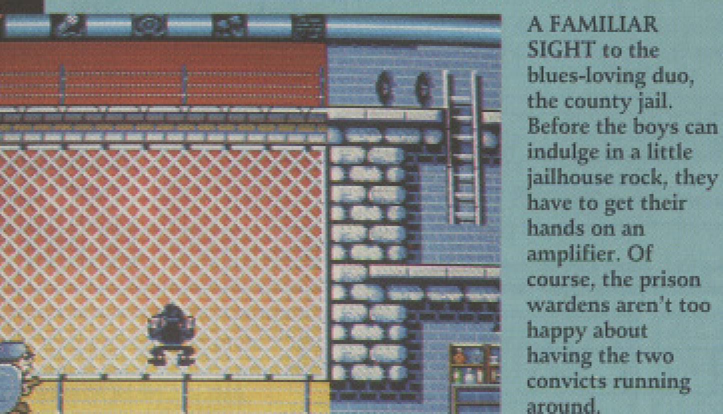




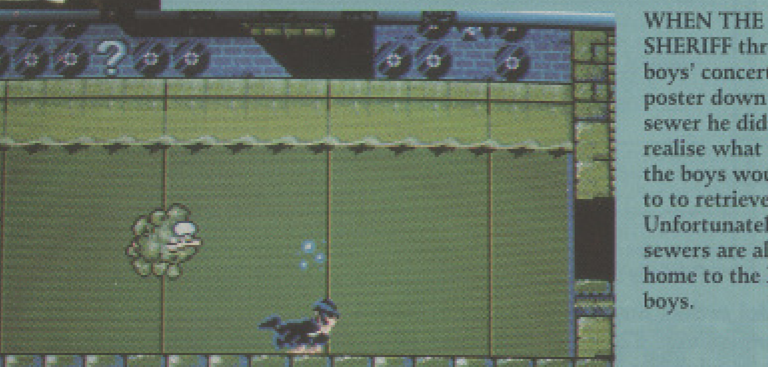
"Sh*t." "What?" "Cops." "No?" "Yeah." "Sh*t."



AFTER THE SHOPPING MALL, it's off to the local chemical plant to retrieve the stolen microphone. Apart from the foremen and plant workers, your other main enemy on this level is the local rap artist MC Phone and his spray can.



A FAMILIAR SIGHT to the blues-loving duo, the county jail. Before the boys can indulge in a little jailhouse rock, they have to get their hands on an amplifier. Of course, the prison wardens aren't too happy about having the two convicts running around.



WHEN THE SHERIFF threw the boys' concert poster down the sewer he didn't realise what depths the boys would go to to retrieve it. Unfortunately, the sewers are also home to the Blob boys.



OUT OF THE SEWERS and onto the construction site. The concert permit is hidden somewhere within, guarded by dogs, foremen and sheet metal workers.



ONCE ALL THE ITEMS have been collected it's on to the concert. A small bonus level leads the boys to the stage where the performance of their lives awaits.

THE WORD

***THE BLUES BROTHERS* HAS GOT EVERYTHING IT NEEDS – almost.** But it hasn't got a driving section involving over 100 cars, totally impossible stunts and mass pile-ups, and that's about all that's wrong with it. Although the game is based on the characters rather than the film, Titus has still managed to create a very playable, enjoyable and surprising game. To be honest, even if it wasn't based on the Blues Brothers and the main sprites were completely different, it would still have worked. Luckily, because it is, we get some great adaptions of the music. In one or two places the tunes are slightly out (though I only really noticed this because I'm an ardent Blues Brothers fan), but for the most part they're spot on. Titus has obviously put a lot of effort into the game's design. Almost everything you see can be used to climb on, even things that first appear to be merely backdrops and the nice part about this is that the sprites change to suit whatever they're climbing on. The two-player option is a mite tricky to get to grips with at first, but with a bit of perseverance and teamwork, the re-centering screen works fine. The Blues Brothers is an excellent product, no matter who you are or what you do to live, thrive and survive.

Simplistic but enjoyable platform game, with a nice feeling for the characters

Paul 'Joliet' Presley

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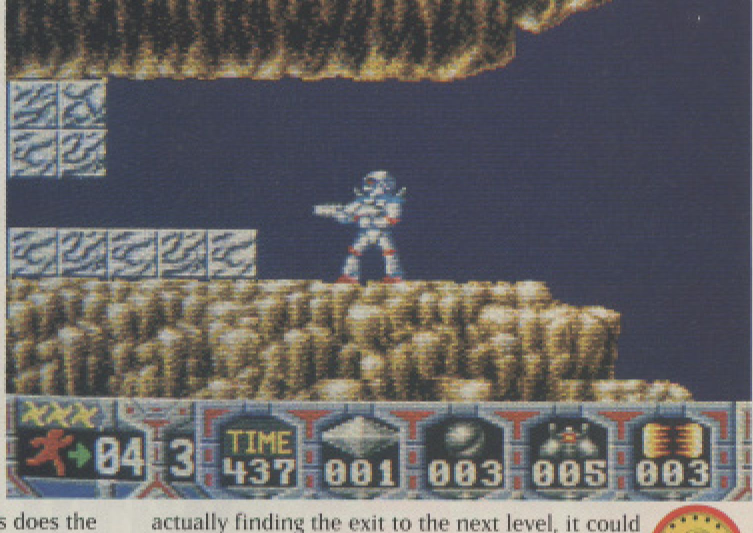
TURRICAN



KIXX £7.99

TURRICAN (FIRST REVIEWED IN Issue 23 and getting a 90 per cent rating) changed the face of platform games completely; with its silky smooth scrolling and lavish use of colour, not to mention its sheer size, there was little around to match it. You start out on the adventure armed with a few weapons: a laser gun which can be powered up to have five separate beams; large laser mines which demolish everything on screen; and energy power-ups, force shields and lightning which can be collected for more energy, limited invincibility and longer bolts of lightning. If none of these weapons does the trick, then simply turn into a gyroscope and wipe the screen clean.



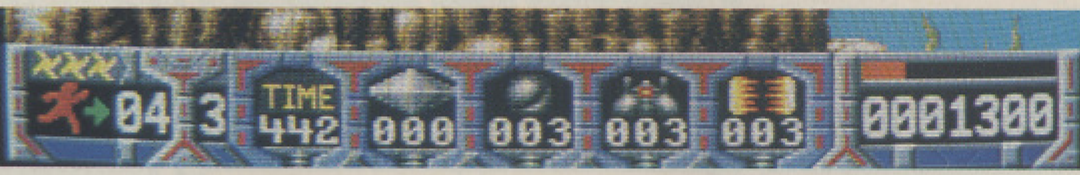


You'll notice a console look right from the first setting in level one, which is full of waterfalls and has a bright blue sky. To work your way through all 13 levels, you can either explore every nook and cranny in search of power-ups and diamonds (collect 300 and you're rewarded with an extra continue) or you can run like the clappers with completion being the only thing on your mind. The hardest thing of all is actually finding the exit to the next level, it could be up or it could be down a shaft!

One of Turrican's major assets is the massive end of level guardians, in the shape of giant fists and the like, all of which have a particular weak spot that needs to be continually shot at or frazzled by your lightning.

A massive game which is packed with aliens, power ups and secret caverns, Turrican is well worth a look.





NINJA WARRIORS

16 BLITZ
£9.99

THE COIN-OP VERSION OF *Ninja Warriors* (the conversion was reviewed way back in Issue 15) was probably the weirdest of its time, with three screens linked together to form one massive play area. Converting this to a single screen was a mighty task in itself, but The Sales Curve's resident programming team (also responsible for such greats as *Silkworm*, *Saint Dragon* and *SWIV*) managed to pull it off.

The game is set in the year 1993 where the old America is just a pile of rubble. Two cyborg ninjas, one male and one female are on the rampage. Each is armed in two ways: a limited supply of shurikens comes in handy for long-range combat, but when they get too close (or you run out of shurikens) your trusty blades come into play, slashing and cutting all over the place.



Making your way to the evil Bangler's Mansion you fight through six horizontally scrolling levels where enemies such as fire-breathing muscle men, mad dogs and hunchbacked robots are just waiting for you to enter their territory. At the end of of each level a guardian is ready to rip you to shreds, but you can stop his fun by somersaulting and continually shooting until he finally collapses in a pile of blubber.

Ninja Warriors takes a while to get to grips with, but will soon have you coming back for more.



RATING

EXCELLENT (Sell your grandmother to get it)

GOOD (Even your grandmother will play it)

AVERAGE (Your grandmother already has it)

POOR (Feed it to your grandma's pooch)

DIRE (Your grandmother probably wrote it)

YOLANDA

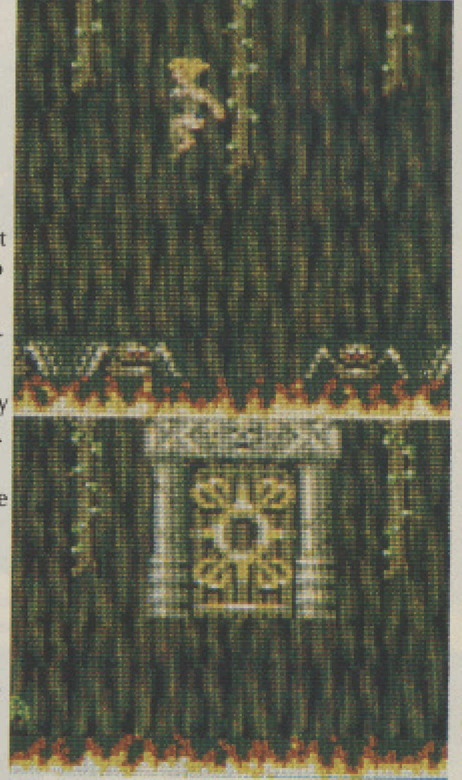
CODE MASTERS

£7.99

BEING THE DAUGHTER OF HERCULES IS A HARD LIFE, and Yolanda is about to find that out. She must re-enact the 12 tasks undertaken by her father to free herself from Hera, the goddess of death, who has placed a curse on her. In this 16-Bit update of Chris Sorrell's classic 8-Bit game, there are 12 levels (one for each task) which have flames jumping and platforms disappearing all over the place.

The basic idea is to get from one side of the screen to the other while jumping along ropes and dodging boulders. That sounds simple, but be warned that sudden death is something of a speciality in this game. Although the graphics are nothing special, the gameplay certainly has a lasting appeal. Finding platforms crumbling beneath you while you're on your last life can be irritating, but it sure does keep you hooked!

There are three modes to choose from. Trainer mode has four screens for beginners to ease you into the game. Wimp mode has all 12 levels but you're given nine lives and the choice to play and re-play any level until you complete it. Hero mode is the real thing, 12 levels picked at random and only five lives at your disposal.





ANARCHY

SIZZLERS

£9.99

THE PLANETARY STATUS IS CRITICAL! Law and order has broken down, due to losses in equipment and manpower. The planet's personnel have hidden away in life-support canisters and they've no idea what to do next! The Anarchists are running havoc, their one aim in life being to capture the canisters and mutate into deadly attack organisms. It's your job to stop all of this by protecting the canisters and killing the Anarchists.



As *Defender* clones go, this is quite a good update, with a 90s heavy metal soundtrack to play along to and the larger colour palette giving the sprites a polished look. But the gameplay is still the same, go left, go right, shoot the alien carrying the canister and pick it up to ensure a safe landing! Unfortunately Anarchy doesn't really add much to Williams' classic coin-op, but shoot 'em up fanatics might just find something in it to satisfy their alien blood lust.

POWER DRIFT

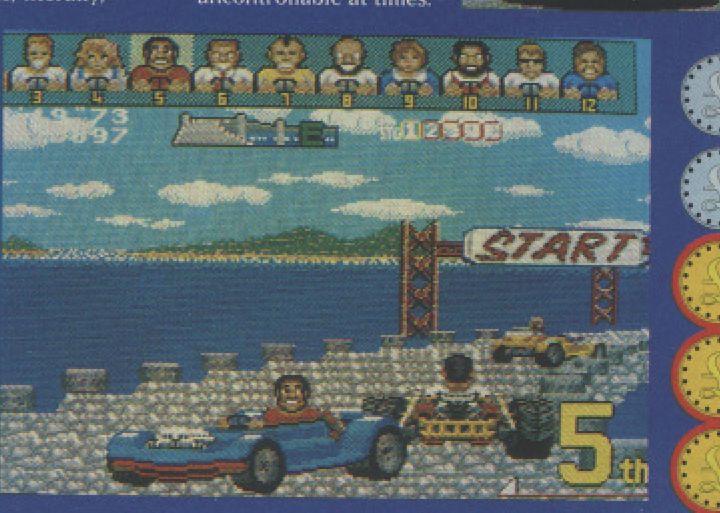
THE HIT SQUAD

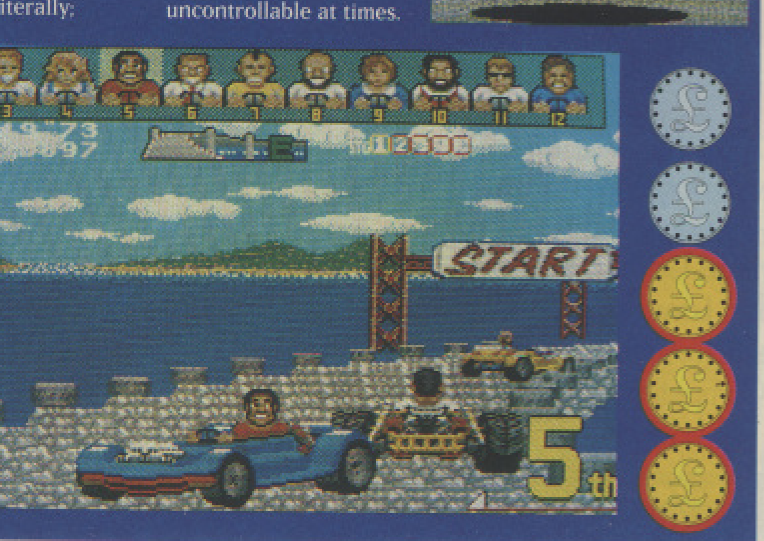
£7.99

THE CONVERSION OF *POWER DRIFT* (reviewed in Issue 14) is definitely good fun, but you may find its twisting and turning courses and unmanageable corners a trifle difficult. Each course has its ups and downs, literally; most of the high roads are made of logs which causes a problem when you veer too close to the edge, while the low roads have sharp corners, jumps and, of course, rampant drivers to nudge you off the track. It plays like a cross between dodgems and a roller coaster.

You select your player from a motley crew of 12 and choose one of five courses, each varying in style, length and difficulty. Before each race you're treated to a fly-by view of the track, then you zoom down onto the starting grid. "Three, Two, One, Go!", "And they're off".

It's always good practice to gain a high position as quickly as possible as you start in fourth position on every race, but have to finish in the top three to qualify for the next round. A good conversion that proves to be a bit uncontrollable at times.





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To give you a taste of what they're capable of, they're giving five 0.5 meg upgrades away to power-hungry readers intent on running awesome demos or playing the likes of *Megalomania*, *Silent Service II*, and *Antheads*.

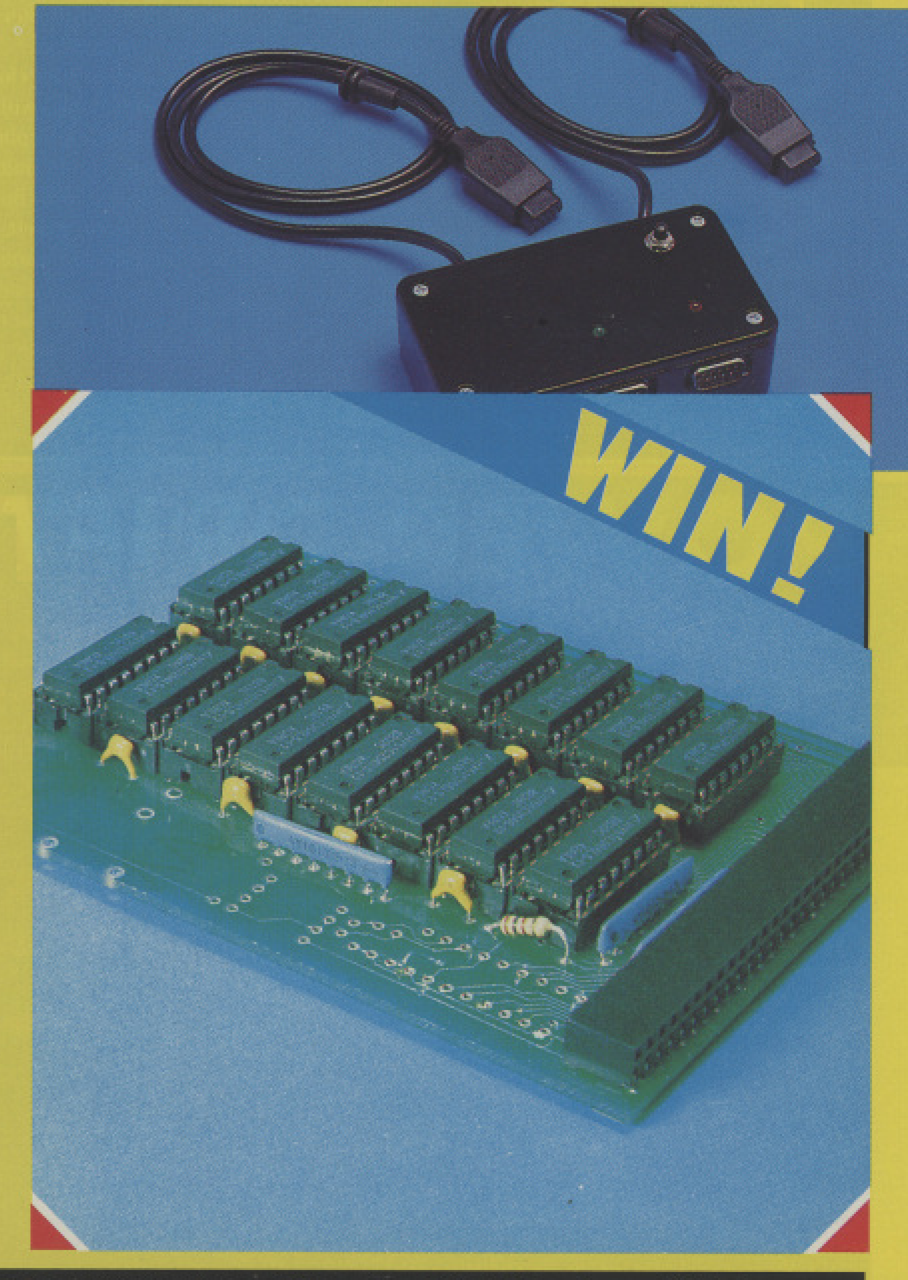
Five winners will each receive a half meg memory upgrade (16 chip or 4-D Ram) with clock worth £49.99 and for runners up there are a further five hassle-saving joystick and mouse switchers worth £14.99.

Now **pay attention**, because this is a toughie – we want you to tell us:

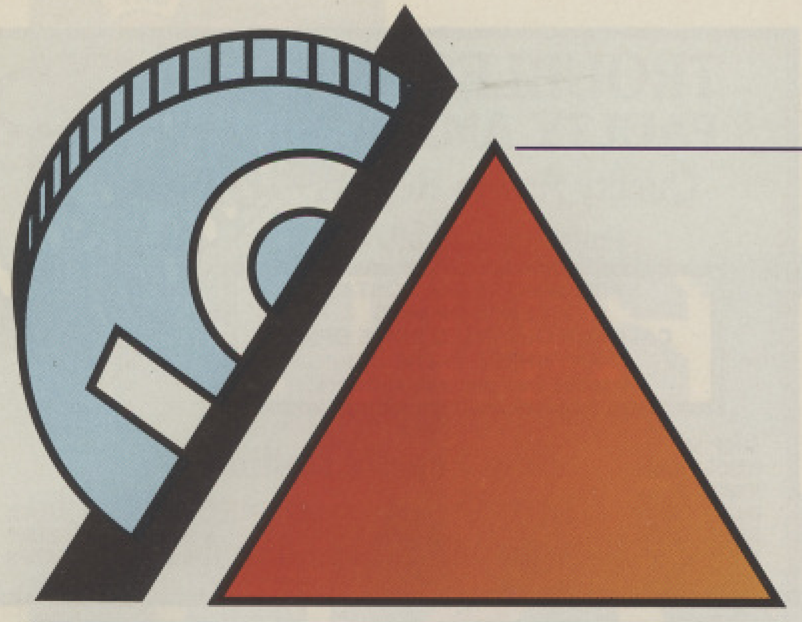
Which of the following is not a computer acronym?

1) RAM 2) RIP 3) CPU

Cripes! Send your answer, together with your name and address on a postcard to **AddXtra Comp, The One for Amiga Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. Don't forget to tell us which kind of upgrade you require. Competition closes November 28th.



THE SMALLPRINT: 1.The Editor's decision is final and no correspondence will be entered into. 2.Employees of The One, Centresoft, or their associated companies are not eligible for entry.



ARCADES

The AMOA Show marks the beginning of the coin-op year for arcade operators around the globe, who flock there to see what's on offer for the coming season. John Cook, complete with half-eaten club sandwich and speeding ticket, returns from Las Vegas to give us a sneak preview of the vids we'll all be playing next year.

LAS VEGAS IS ONE OF THOSE CITIES where American excess really shows: from the billions of neon signs that light up the sky for miles around to scantily clad waitresses and 'exotic dancers', Vegas certainly lives up to expectation.

In the casinos you can gamble all day, every day and while you're in the process of losing your shirt you can have all your other basic needs catered for, with "all you can eat" buffets for as little as $1.99. The place is mad, of course, but it does manage to attract a substantial Convention trade.



This year the Amusement and Music Operators Association (AMOA) decided to hold its annual show there – and who can blame them? After eight hours of constant playing of video games on freeplay, Vegas is the only place that could possibly seem halfway normal. The show attracted over 200 companies this year, all vying for a slice of a $7.5 Billion market – which is what Americans alone spend on vids, pins and juke boxes, in a single year.

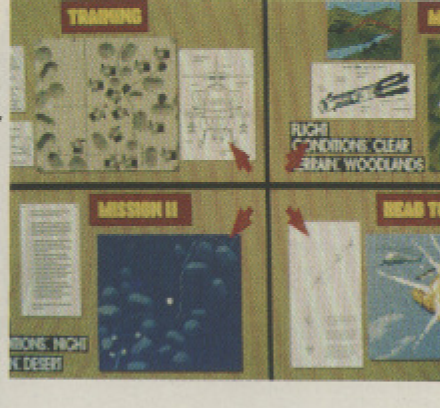
Despite the amount of cash at stake, the whole business is currently stuck in a kind of transition period between technologies and it all seems a bit stale. If home consoles and computers can emulate the performance of most PCB games, where do you go? In a few years' time, it'll all be Virtual Reality in one form or another, but while frantic R&D is going on behind the scenes, the companies have decided that there are three major alternatives: go bigger and better than the consoles, get yourself some licensed characters, or put a console in a box and charge people money to play it!

Even so, there are still more than enough decent new games to keep the punters ticking over until the Big Bang. Check out the best of the bunch here.



Atari Games

Atari keeps coming up with innovative and well designed products year after year, probably because it's prepared to take risks and put some time and effort into development. OK, it does produce the odd turkey – but *Steel Talons* looks like it could be close to another *Hard Drivin'* success for them. This is a one or two-player cabinet that has you co-operating with or playing against another helicopter pilot, as you both take part in a common combat mission, seeking out the enemy forces – or you can just play head-to-head, shooting each other down.



Taito produced an excellent helicopter simulation last year, but Atari has gone even further, making it a lot easier to play, without compromising the complexity of the controls. A lot of clever programming has gone into making you think that you are an ace chopper pilot, while in fact the machine is correcting most of the mistakes as you make them!

All the controls are there: a central joystick for forward/back, and left/right movement, plus two fire buttons – missile and radar guided gun. For rotation you use a rudder bar which you rest your feet on and there's a 'collective' lever on the left of the unit which you use to control the altitude of the craft. The main scenes are rendered, of course, in polygons, and while the graphics system still isn't quite up to the standard of MicroProse's custom board the polygons are smooth, fast and colourful.

Despite the complexity of the controls, the game is a classic and is ripe for conversion to home formats. Watch out for it!



American Laser Games

Who Killed Johnny Rock? No idea – but that's only because I'm not very good at shooting games. For those of you who are and have already taken out Mad Dog McCree, here is the follow-up that you have been waiting for. Using the same technology, American Laser Games has released another laser shooting game that is technically competent, well produced and great fun to play.

WANTED!
Mad Dog McCree
REWARD REWARD
American Laser Games and Betson deliver

In this one, you take on a Humphrey Bogart type role as a cheap private detective in the mid 30s. Johnny Rock has been shot and his chick wants you to find out who did it. All the major clichés from this genre of film have been used: the pool hall, casino, speakeasy, but that only adds to the enjoyment as the actors ham it up in front of your eyes, in order to be blown away. Chances are, after one go, you'll be playing it again, Sam.

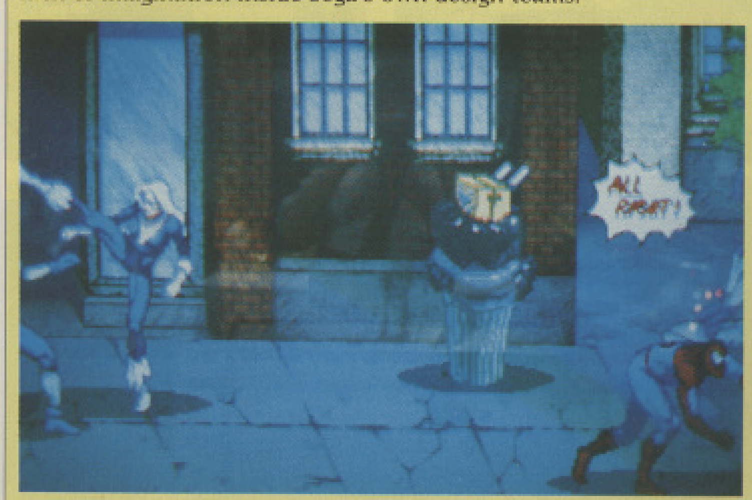




Sega

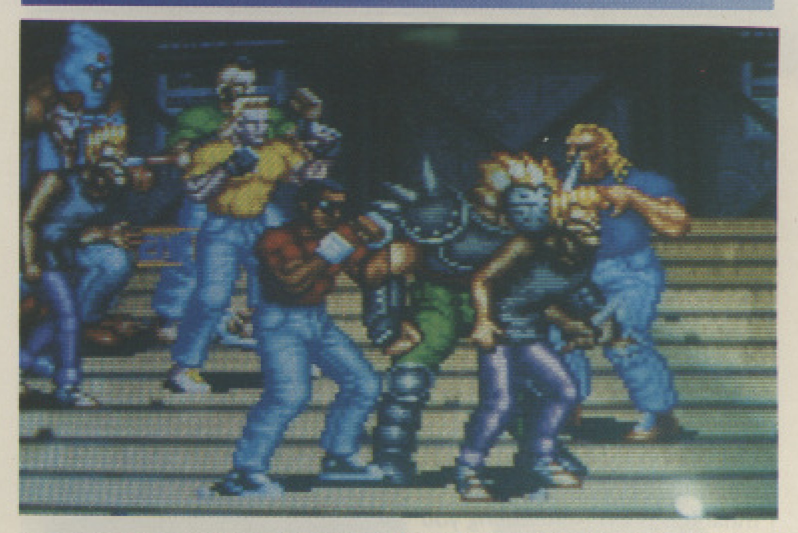
In Japan, Sega seems to be moving its business towards development of huge Simulation Centres, the famous R360 being an example of what you could expect to find in one of these. That might explain, then, the relatively tame performance at AMOA, with the only truly new piece of equipment being *Spiderman – the Video Game*. It features the usual sprite manipulation skills with characters jumping and kicking all over the place, and has a zoom in/out function that makes the sprites change size between different scenes, varying the gameplay slightly. Despite the technical frills this is pretty standard four-player stuff. Maybe it'll feel better on the Megadrive.

The only other new piece on show was *Rad Rally*; the engine has been taken straight out of *Rad Mobile* and put into a four-player race format. Technically, this is the most advanced sprite manipulation available right now, so the fact that Namco's four-year-old *Final Lap* can deliver a better punch says a lot about the lack of imagination inside Sega's own design teams.





Konami



Konami is concentrating on four-player games at the moment, and it had two excellent offerings on display in Vegas. The first was the beat 'em up *Vendetta*. The scenario is fairly straightforward – your gang versus the Bad Guys – but the imaginative design and animations make it a treat to play, and it's easy to get into as well.

Relying on slightly more hand/eye co-ordination is the newest game, *Sunset Riders*, which is set in the Wild West. Again, attention to detail and design have produced a game which is much more playable than most others around.

Namco

Namco has been responsible for some astonishing games in the past. *Final Lap II*, with an eight-player link-up, is still doing well. Sadly, its newer games – *Golly Ghost*, a cutesie shooting game, and *Starblade* don't come anywhere near the same standard. Even though Starblade features a huge space-age cabinet, great 3-D poly graphics, a 42" parabolic mirror, quad sound and vibrating cockpit, the chances are that you'll leave it shaken but not stirred. The low level of interactivity the game offers makes it dull, despite the host of special effects. Strictly for the under fives.





ARCADES

Irem

Irem is famous for its shoot 'em ups – but its big selling point at the show was *Atomic Punk*, a licence from the PC Engine Designer Hudson Soft. Taken from the excellent *Bomber Man* and looking a bit like a *PacMan* variant, it is in fact an original concept that has you laying bombs in a maze, in order to kill the inhabitants off – including you if you're careless.

Bomber Man itself is a good reason for buying a PC Engine, so this one is more than worth it, particularly in four-player mode, where you zap all the other players.

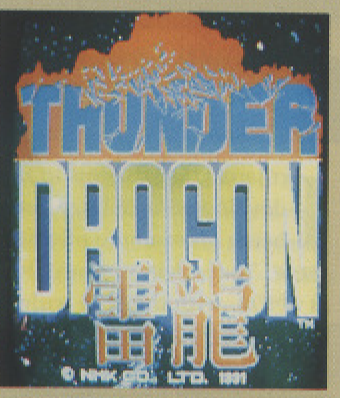
Taito

Monster Trucks are It in the States, so Taito has written a game around one, called *Double Axle*. It was a bit OTT to devote the whole of the stand to one game, though, especially when it was this dull. One or two player action, funsters, and still not as good as *Cisco Heat*.



Tecmo

These boys are the vertical scroller specialists – and the new one, *Thunder Force* is, yes, faster and more colourful, than anything else. Oddly enough, for something as clichéd as this, *Thunder Force* is strangely compelling to play and is sure to coin it in from hard-core gamers who have dropped into an arcade for a quick adrenaline fix.





Capcom

The CP system rolls on – not that Capcom really needs to carry on producing games, when *Street Fighter II* is as popular as it is almost a year after it came out. Still, *King of the Dragons* is an attempt at getting a role-playing scenario together and it does work quite well. If only it had a smart card to save to. And Capcom's own super hero Captain Commando, although up to the usual competent standard, did fail to inspire any great enthusiasm. Maybe when I've played it a few more times...







Jaleco

Mirrorsoft chose well with *Cisco Heat* – it's still as playable as ever, even after a year and it's now available in two-player cabinets to assist one-on-one play. Jaleco was also previewing a newie called *Gun Baron*. Only running in a simplish interactive demo, its looking good and will be out next year.



MicroProse

BOTSS (Battle of the Solar System) is a *Battletech* style combat game which has you at the controls of a huge humanoid robot having to blow other such things away. MicroProse has the best poly graphics system in the business, but it's still learning the difference between home computer games and coin-ops. To me, BOTSS suggests they've still a way to go in this department, but you'll want to have a go yourself just to drool over the animation and articulation of the opposition.





Williams



For a company that is supposed to be concentrating on pinball, Williams/Bally sure do produce some great games. *High Impact II* is a revision of *High Impact I* with megabytes of new graphics and sound, plus a bunch of new plays to choose from. Got to play it! As for *Terminator II* – the Vid, it's probably the best Mow-em Down game yet and was voted the best new piece of equipment by the delegates at the Show. This one is going to be huge.

Technos

With *WWF* likely to be in the running for Number One this Christmas, here's a game which will let you play your favourite WWF characters and tear each other apart on the video screen, while still respecting each other as athletes.



PINBALL

Pinball is big business in the States, with an estimated million machines around the country. Due to some archaic gaming laws in the UK, the chances are that your local arcade doesn't have a pinball machine at all. Despite almost dying out when *Space Invaders* arrived, pinball has now made a full comeback by utilising the very microchips that nearly killed it off in the first place.

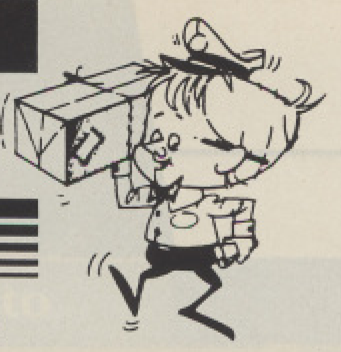


Now you have loud, colourful tables that can easily rival any vid in the gosh-wow department – and there were a fine crop on display this year. My favourite, from the designers of *Elvira* and *Party Animal*, was *Party Zone* – a table with a wild sense of humour and one that rewards skillful play. It'll even blast *Pinball Wizard* at you if you're good enough!

Terminator II – The Pinball – was a bit disappointing, while the other big licence, *Batman* from Data East played like a dream.

They're also promising to produce a *Star Trek* table in the very near future, which should be one to watch out for.

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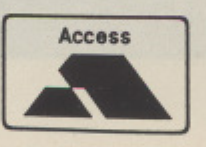
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THE One DEMOS

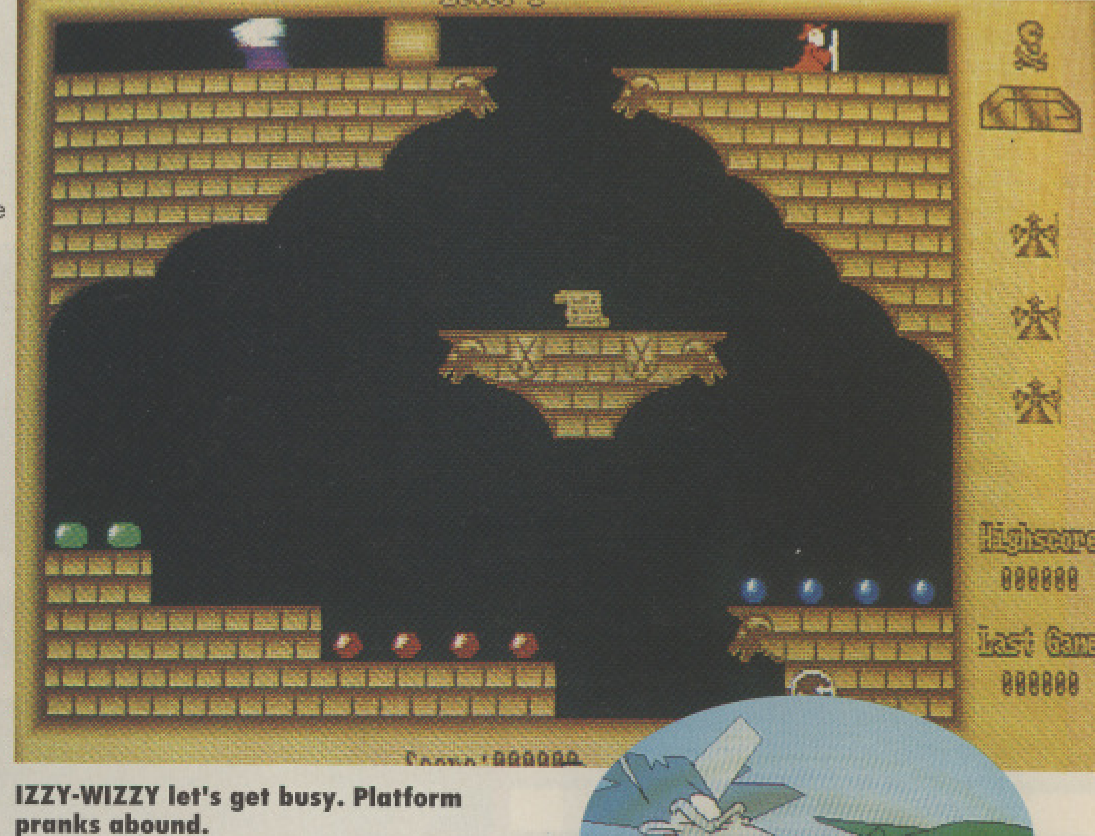
Once more into the Amiga dear friends, once more into the world of the weird and wonderful. Time to open the...

SHOWCASE

Pick Of The Month WIZZY'S QUEST

There have been some great platform games in our time, *Manic Miner*, *Mario* and *Monty Mole* to name but a few. But proving that not all the greatest platform puzzlers have to begin with M is *Wizzy's Quest*, an engrossing little number with really cute, *Lemmings*-like graphics. The difference with this platform game is that you make your own platforms as you go along.

Wizzy's Quest scores its major points in the playability department. Guiding your master around each level safely is great fun and sufficiently taxing, and makes a well-balanced challenge. One of the best PD games for a long while.



IZZY-WIZZY let's get busy. Platform pranks abound.

ANIMATIONS

War has begun, it's official.

Eric Schwartz and Steve Packer are fighting it out for the title of best Amiga animator. Well, their animations are anyway. In Packer's latest, *More Classy Animations 5*, Chuck, his rotund hero of over 30 animated shorts, is seen blowing one of Schwartz's stealth fighters out of the sky. Sadly this compilation of six cartoons is the last in Packer's series. Chuck has become something of a cult figure in the animation world: although not always particularly innovative or entertaining, he still deserves a place in the cartoon hall of fame.

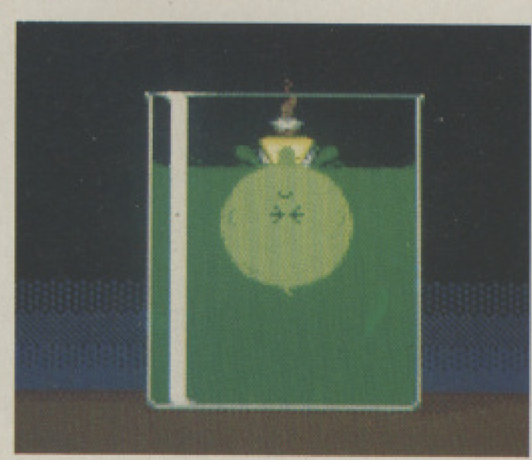
Packer also has a more sombre effort on offer this month, a distinctly *Alien*-esque tale called *Optimum Pressure Crisis*. No Chucks here, rather it's a series of static screens telling the tale of an alien invasion of an underwater city, and a military team's mission to wipe it out.

Eric Schwartz's answer to all this is *ATF Agility*, a rather short (for Eric) animation that fits into one meg. A stealth fighter decides to harass a miserable old bomber and eventually gets his come-uppance. It's actually pretty low quality for Schwartz, not nearly up to the standards of his *Lemmings* demo or any of the earlier *Stealthy Animations*, perhaps because he's limited himself to a single meg machine.

Amongst the rest of the animations this month, *Little Toons* is quite jolly: a weird creature picks on another weird creature and is picked on in return by his mother, while *Rodent Round-Up* is a bizarrely off-beat story of mutant rats and sadistic policemen, all strangely absorbing.

Finally, a special mention must be made about *Puggs In Space*. Veterans of the demo world will no doubt remember the highly amusing adventures of the hapless space-farer, but newcomers would be advised to contact NBS to get a copy pronto. It's just re-emerged, you see, and is one of the classics.

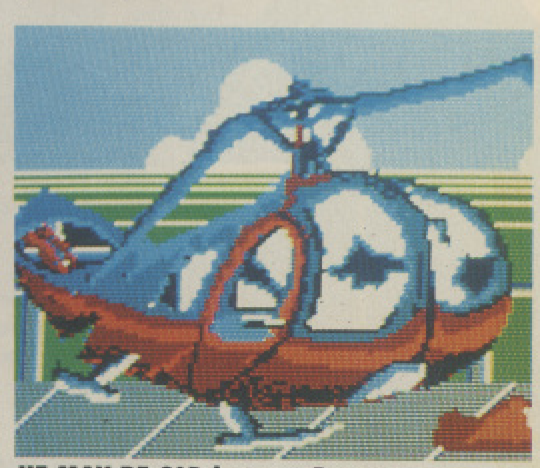
A FOND farewell to a rotund hero. All together now, "Come back Chuck".



A DARKER Steve Packer gives us a glimpse of the future (below).



THE IRRITATING Stealth Fighter gets his just rewards.



HE MAY BE OLD but our Puggs is still good for a laugh.



THE One DEMOS

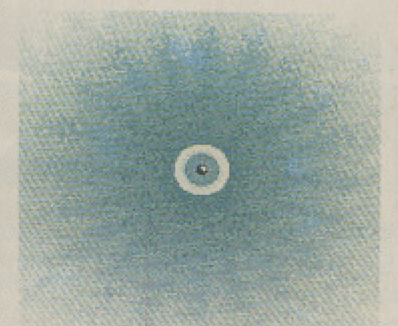
SOUND

As a Mozart fan, I am offended by the absolute lack of decent Mozart samples on the market. Where are they all? You can't all be into acid house and rap, surely? I mean, if I have to put up with nothing better than the *Four Horn Concertos* from Hugh Gordon, a truly abysmal collection of renditions, I might go spare.

Aural treats also abound in *Crystal Symphonies*, a breathtakingly good selection of harmonies worthy of anyone's music library.

For sheer novelty value (as the quality ain't too impressive) is *Face Another Day*, containing 22 minutes of non-stop music. *Digitalbums 1 and 2* are also worth a look simply for the quantity of tunes contained, as is *What Can You Do For Me*, a rendition of – yep, you guessed it – the chart hit of the same name. I'm not even going to mention *Uranus 2*, simply because I'll be forced to utter a stream of "I've just looked at Uranus" jokes and I'm not that low.









HOW DO YOU GET the Utah Saints, an album cover and some Crystal Symphonies into the back of a Reliant Robin?

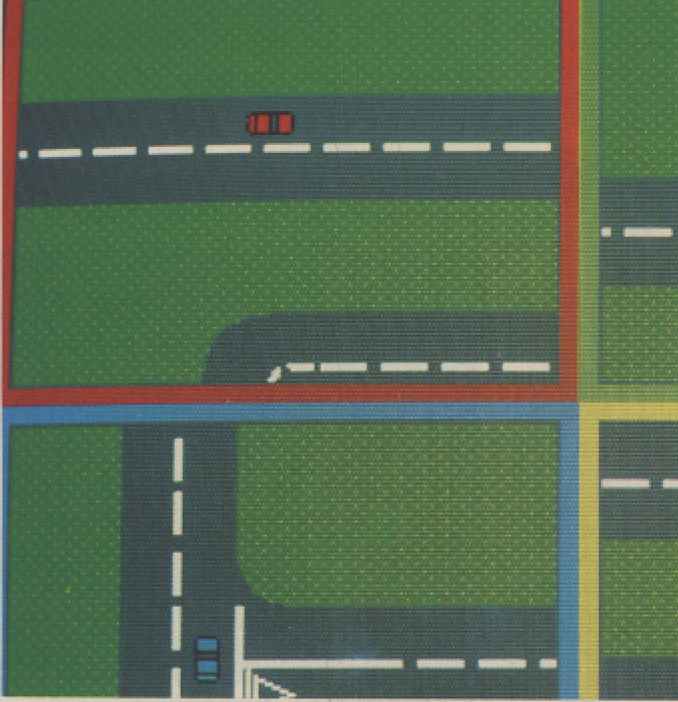
GAMES

Tarot 2 (a sequel, presumably, to *Tarot 1*, whatever that may have been) is not strictly speaking a game, more of a horoscope reference book. Presented with a list of zodiac signs, you select one and are told all there is to know about that type of person. Trouble is, if you are that starsign, you probably know it all already.

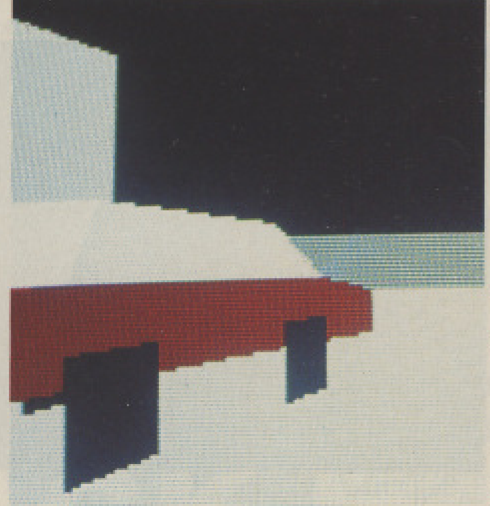
Back in more familiar territory (and don't laugh) is *Super Skoda Challenge*, a four-player shoot 'em up. Set over a series of tracks, the players simply have to shoot each other to win. Much the same as *Battle Cars*, a 3D effort along similar lines, except it's for single players only (unless you've got a modem).

Stepping out of the driver's seat for a while, but still in four-player territory, we have *Worms*. Not the slimy kind that live in your garden but the computerised kind that constantly grow and die if they collide with anyone else. It's essentially the light cycles game from Tron and once again is good fun, with four people.

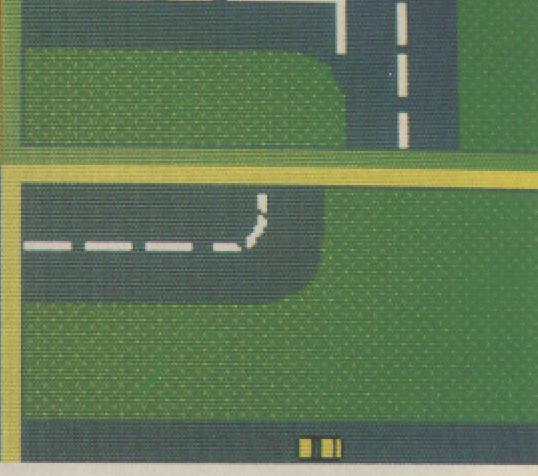
FOUR-PLAYER MADNESS with a bunch of slimy worms.



SUPER SKODA CHALLENGE. Let's face it, if you put four Skodas on a road with no one else around, wouldn't you want to kill something?



DEATH ON THE STREETS with *Battlecars*.





YOU'VE HAD THE TAROT, here's the stick *(very poor pun folks)*.

There was plenty of good news for strategy addicts at the European Computer Entertainment show in September. Our strategy scout, Lee Paddon, reports back.



SHOWTIME STRATEGY

ELECTRONIC ARTS/SSG

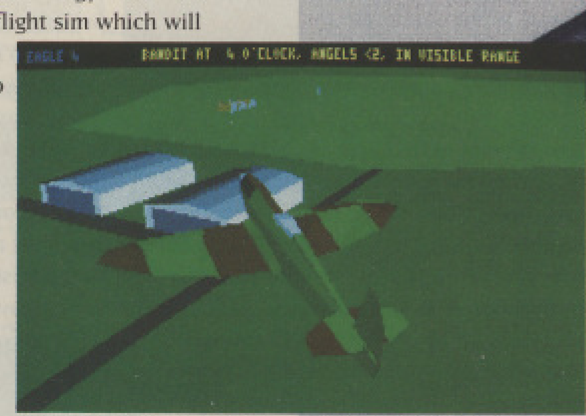
SSG WILL BE RELEASING the Amiga version of *MacArthur's War*. This is set in Korea and features the company's 'battlefront' system which restricts the player's ability to control his forces. Whilst this is a pleasant change from casting the player as a god-like commander who can order individual companies from several hundred miles away, it can be irritating at times. One problem is that units can only be ordered towards objectives, making outflanking manoeuvres impossible. As a result the player will find himself having to order his units towards one objective, then, when they are about halfway towards it, ordering them in another direction to achieve the desired result.

MIRRORSOFT/PSS

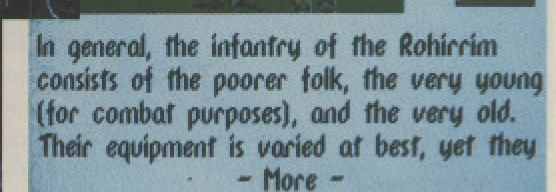
MIRRORSOFT WAS PREVIEWING four titles on its strategy PSS label. *Reach for the Skies* is the much delayed WWII flight sim which will feature a strategic overview along the lines of *Flight of the Intruder*. This is obviously going to compete head on with *Secret Weapons of the Luftwaffe* from Lucasfilm/US Gold which follows on from the very popular *Battle of Britain* game.

Riders of Rohan is a Tolkienesque game which, unfortunately, contains some 'arcade sequences'. This either means that the strategy in the game boils down to joystick wiggling or the aforesaid wiggling is repetitive and time-wasting. Mirrorsoft also has a fantasy role playing game called *Legend*, created by Tag, the team responsible for *Bloodwych*, which it promises will feature both 2D and 3D isometric sequences with a simple user interface.

Red Phoenix is based on the book by Larry Bond set in the Korean War. The game can be played from the viewpoint of one of six major characters and claims to incorporate the latest flight and submarine simulation technology. As far as I'm aware, there were no major naval conflicts in that war, but I haven't read the book so I shall say no more.



Reach for the Skies **aims to carry on where** ***Flight of the Intruder*** **left off.**



Legend **(left) — more fantasy role-playing from the team who brought you** ***Bloodwych;*** **and Tolkein gets more computer treatment in** ***Riders of Rohan*** **(above).**





US GOLD/SSI

US GOLD AS USUAL had a plethora of products. *Western Front* is a WWII game taking you from D-Day to the Rhine. It uses the same system as *Second Front* which covers the Russian Front and is a highly detailed operational/strategic level game with casualties calculated in squads, guns and aircraft. This is not for the faint hearted but board game devotees of epics like GDW's *Drang Nach Osten* lapped it up, even if the computer AI was a bit iffy. The new game promises a cleaned up user-interface and a few other superficial changes.

No Greater Glory is Ed Beaver's second game about conflict in the colonies in 1776. The game's system gets away from all those horrible hexagons and allows area movement with economics and politics as well as the actual combat. An important aspect of the game is trying to bring the European Powers into the war on your side with the "the enemy of my enemy is my friend" school of deductive reasoning.

SSI also has some more *Advanced Dungeons and Dragons* style games using the *Pool of Radiance* engine. The new game, *Gateway to the Savage Frontier*, is claimed to be less linear than previous offerings so that the player doesn't have to solve parts of the puzzle in a certain order. On the other hand, it does allow you to find extremely tough parts of the game early on before you have found the necessary resources to deal with the threat: a short, if not very rewarding experience.



Theatre of War — UMS style with 3D graphics.

ELECTRONIC ARTS/360

THE CANADIAN PUBLISHER 360, which previously had its product distributed in the UK by Mirrorsoft and Mindscape has now signed a new agreement with Electronic Arts. Tom Frisina, President of 360 was at the show to demonstrate some of the games that will be released in the near future. Frisina left Accolade, a software house better known for its sports sims, to work on *Harpoon*, the modern naval war simulation based on the board game by Larry Bond. In the US, the game has won several major awards and attracted a large and dedicated following – including a user group and hotline service. In the UK, however, the game has made little impact but 360 hopes the new deal, with the game being relaunched by Electronic Arts, will rectify this.

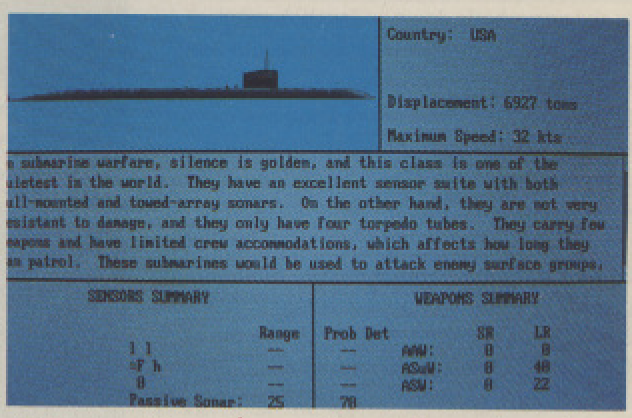
The scenarios which come with the game cover the Greenland, Iceland, UK gap. The three expansion battlesets cover North Atlantic Convoys, the Mediterranean and the Middle East respectively. The Middle East battleset concentrates on the Indian Ocean rather than 'the Gulf and all that', as large scale naval operations are virtually impossible in the Gulf.

The game takes up where MicroProse's Red Storm Rising leaves off, but the emphasis is on battle group operations rather than single craft. Despite this, you can still give orders to individual aircraft and ships – though I don't really fancy doing that during a full-scale Carrier battle group strike!

The success of Harpoon in the States has convinced Frisina to launch a follow-up, *Patriot*, which takes the Harpoon style onto dry land and beefs up the bad guys in a similar vein to *Brigade Commander*. The game can be played by null modem, although this does mean that the players have to agree on a time scale and don't have the flexibility of Harpoon's speed-up feature.

Next June, 360 promises *V for Victory* which is designed by James F Dunnigan, another name familiar to board game devotees. This is a simulation of WWII land warfare with a wide range of scenarios including the Russian Front, Utah beach and even the hypothetical Seeloewe operation – the planned German invasion of the UK in 1940. Also planned for June is *Theatre of War*, an abstract tactical systems simulation of warfare from the Middle Ages to the present day. The weapons systems will apparently be abstract but hopefully not to the same degree as *UMS 1*, which had cannonballs happily whizzing through hillsides.

Outside the hardcore strategy field, 360 has recently released *Superfortress* through Mindscape, based on a novel about a stealth B52 with highly advanced weapons and avionics. How anything as big, noisy and heat emitting as a B52 could ever be described as stealthy is beyond me, but Frisina claims it's a good game.



Harpoon — 360's popular reworking of the naval board game. Below, *Patriot*, Harpoon's beefed up successor



INDEPENDENTS

AMONGST THE MANY RETAILERS attending the show was Steve Harper who owns the invaluable company Strategic Plus Software. The seventh edition catalogue is available which has short 'reviews' of the huge list of titles Steve stocks or hopes to have soon. Amongst these is Third Reich. The authors, Avalon Hill, do not have a distribution agent, so the game is only likely to be available through Strategic Plus or by direct import from the US.

Third Reich is a computer version of the classic board game from John Parados. First released in the 70s and still available in its fourth edition, the board game set the standard for strategic level games. Unlike other games, the historical straitjacket is fairly mild. If you want to invade Spain to get at Gibraltar as the Axis, you can, but there are reasonable, historic reasons for and against. The seasonal turn/corps level of the game makes it a little abstract at times but it avoids the mammoth proportions of many games of this level. According to Harper, the game is finished apart from the debugging, but this could still mean there will be several months to wait before the game is available.

If you're interested in Third Reich or any other Strategic Plus Software products, contact them at 28 D and E, The Courtyard, High Street, Hampton Hill, Middlesex TW12 1PD, Telephone (081) 977 8088.

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DIVISION ONE 92

"(The Midnight Oil) treat soccer in the sophisticated way Americans treat their national games."

– The Guardian

THE GAME. At last, a game that takes the world of soccer seriously. You take over a struggling side in the English 1st Division and set about building a squad to win the 1st Division title. Success in domestic competitions (League, FA and League cups) will lead to the 3 European competitions. Maybe a double, maybe a treble.

SQUADS/TRANSFER MARKET. There are 3 squads, 1st Team, Reserve Team and Youth Team. 45 players in all. You control the 1st squad, and the movement of players between them. You also decide the transfer options (the board handle finance). The transfer market and youth policy will determine your future teams and playing style.

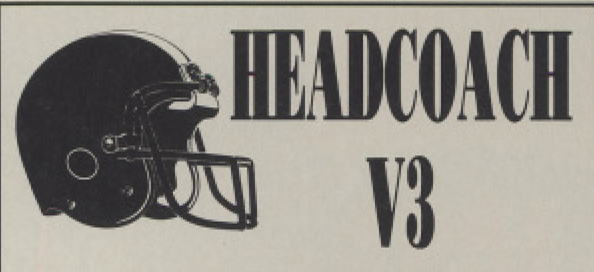
TRAINING. You have a weekly training schedule for the squad as a whole and for individual players. You will need to set your schedule to develop those skills that will support your team style. Young players in particular can have their skills enhanced.

THE MATCH. Usually sacrificed in a management game. The match serves 3 purposes. First, it is the measure of your team, and therefore your performance. Secondly it is the only reliable source of information about your players. Thirdly, it allows you to make in-match tactical adjustments demanded by the state of the game. Our unique 4 minute match simulation gives you all this.

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"Sophisticated AI techniques put this judgement and understanding to the test in a way no game has ever done previously."



"It's a pity to call this just a game"

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THE MATCH. The match is a game in itself taking about 40 minutes to complete. With 26 offensive plays and 21 defensive plays, there is ample scope to match your game-plan to the skills of your squad, and exploit the weaknesses of the opposition. It's here where the strengths and weaknesses of your players are highlighted.

TRAINING CAMP. An opportunity to assess your players before they take the field. The appropriate coach will give you his view of the current form of any of the players and how they are performing in training. A 40 yard timed run will reveal their sharpness. Wide receivers, running backs, linebackers, cornerbacks and safeties need to shine here.

COLLEGE DRAFT. During the 16 match season, plus whatever playoff matches you achieve, you will find yourself praying for a second classy running back or wide receiver, or need to beef up your offensive line (too many sacks). The college draft should be used to find those stars of the future and make sure they're playing for you.

STATISTICS. The statistics centre will encapsulate your team's and your players' season. Total yards, rushing yards, passing yards, kick-off returns, punt returns (and averages for all these), interceptions, sacks... all these are kept for each match, the whole season, for the team and for each player. American Football is a game of stats and we retain that.

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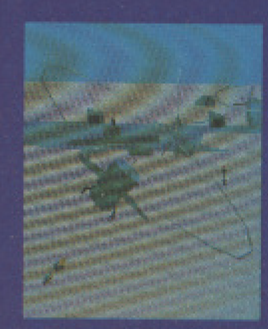
TIPS

NOVEMBER 1991

...(mumble)... at least they got the picture right this time... Oh! You're here! Hi!



Welcome to another month of tips, cheats, guides and other synonyms for hints. What's in store? Mega-lo-Mania (just over there ☞), Jimmy White's Whirlwind Snooker, Thunderhawk, Head Over Heels, Railroad Tycoon and more. If that wasn't enough... what? They've put Schwarzenegger's



picture in?... I'll live with that... "I'll be back" next month.

BRIAN 'T2000' NESBITT

Has power gone to your head yet? No? Then perhaps you need some help. Jon Hare offers 21 hints on becoming a true megalomaniac.

MEGA LO MANIA

1 Pick the starting sector with the best elements for the inventions you wish to make this time round.

2 Learn from experience which elements are best for which designs.

3 If you design something and the designer says 'ergonomically terrific', note down the sector it was in then look under the blueprints for the design. You will see a hand showing an OK symbol to indicate that the design is 'ergonomically terrific'. Note down the components of the design – this is one of the perfect ways to design this object and reduces design time by half. If you see another sector later in the game with the same elements available then you know that this design can be knocked out in next to no time.

4 Sectors with many gatherable elements are often the best to produce weapons fast for a quick 'Surprise Attack!'

5 Sectors with mostly gatherables are not as desirable if the game has gone on to the later stages. Especially in Epoch 3 it is advisable to find a sector with some more sophisticated elements.

6 Eventually you should be able to learn the best seams to mine and the ones to leave alone in order to be able to design the object of your desire.

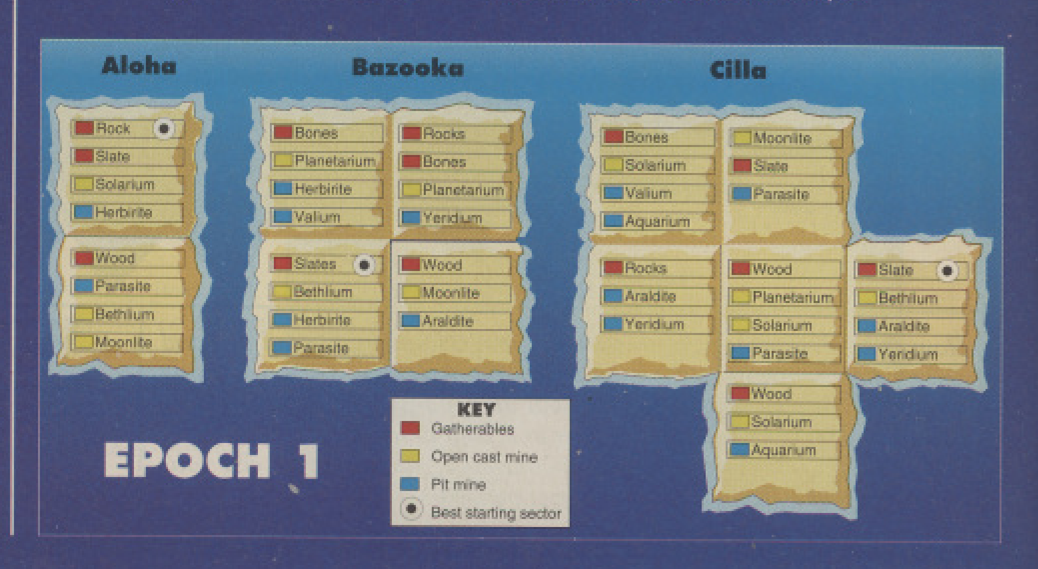
7 Whenever a new seam is mined it is always best to check the design menu first in case a new design has become available.

8 If a seam or element is totally used up, thereby making a design impossible to produce any more, bin the design on the blueprints menu and there is a chance you may be able to redesign it with the elements you have left.

9 If you want, say, an army weapon and you have only shields and building weapons these will sometimes shift you up a tech level. This will in turn make another element available which could well lead to the design you require.

10 In order to produce designs that are quick to either make immediately or manufacture, try making as much as possible before starting any mining as inventions made from gatherables save valuable time and man power.

11 Always wait until clocks have ticked down to zero before changing the factory to produce a new object





and likewise think twice when designing – aborting a half completed design is wasting time.

12 Knowledge of different elements in different sectors can help you read what your computer opponents are likely to arm themselves with.

13 Try to keep your men balanced between tasks to maximise efficiency. Only throw men all into one thing if you are in an emergency.

14 If time is on your side try to leave as many men as possible to reproduce in the tower. Men are your currency, so bank wisely.

15 If you are under fire but with time on your side, designing shields from just gatherables can be a lifesaver.

16 Play sensibly, don't send unarmed men to attack buildings as they will have no effect. Only do this by sending one or two lambs to the slaughter as a tester to see what sort of armies they have hidden away.

17 Use the map to see what your enemies are up to.

18 A building weapon man is twice as strong as an armed man on the ground from the same area.

19 If next to an opponent at the start, try to ally with him immediately to stop him attacking you.

20 If your backs are against the wall and you are about to die, try allying with your aggressor. You have nothing left to lose.

21 Play an island with loads of men to suss it all out and then play it again with fewer and fewer men, see how low you can go. Remember.....

Use as few men as possible!

TARGET MEN TO COMPLETE EACH ISLAND

Aloha 5	Bazooka 10
Cilla10	Dracula 15
Etcetra 15	Formica20
Gazza 20	Hernia 20
Ibiza 15	

THE TEAMS

Scarlet – Red

Usually a good bet for a quick alliance but prone to infidelity. Tends to attack frequently and, with unpredictable armies, can be quite easily tempted into a battle in order to divert her men away from duties at home.

Try to avoid picking a starting sector next to her or she could cause trouble. Likes designing army weapons.

Oberon – Yellow

Likes to offer herself in alliance more than most. Veers towards the less reliable side of faithfulness.

Attacks erratically, useful ally in battle, prone to retaliation. Likes to design any weapon.

Caesar – Green

Not so easy to persuade to ally, but worthwhile and fairly reliable.

Seems to have the best balance between attack and defence. Likes building weapons best as knows designs. Try to limit his territory.

Medcap – Blue

Difficult to persuade but faithful as the day is long in alliances. Not one to suggest 'shacking up' very often.

A careful tactician, he rarely makes a false move. Hit him early to put him off balance. Likes designing building shields.

Tends to attack seldom but overpoweringly.

SHIELD DESIGN

	Rocks Wood Bones	Slate Moonlight Planetarium	Bethlium Solarium Araldite	Herbirite Yeridium	Valium Parasite	Aquarium Paladium
Epoch 1	Shield 1 Shield 2 Shield 4	Shield 1 Shield 3	Shield 2 Shield 4	Shield 3	Shield 4	
Epoch 2	Shield 1 Shield 3 Shield 4	Shield 2	Shield 1	Shield 2 Shield 3	Shield 3	Shield 4
Epoch 3	Shield 2 Shield 3 Shield 4	Shield 1	Shield 4	Shield 1 Shield 2	Shield 2	Shield 3 Shield 4

Sectors with these elements are most likely to be able to produce these designs.
All elements can be used in all designs with the exception of rock and stick weapons, but the listed weapons are more likely to be designed from these elements.

DESIGNS THAT ELEMENTS ARE GOOD FOR

Rocks, Wood and Bones
Rock Weapon
Catapult
Spear
Bow & Arrow
Crossbow
Longbow
Cannon
Boiling Oil
Crossbow

Slate, Moonlite, Planetarium
Pike
Longbow
Giant Catapult
Stick Weapon
Spear
Musket

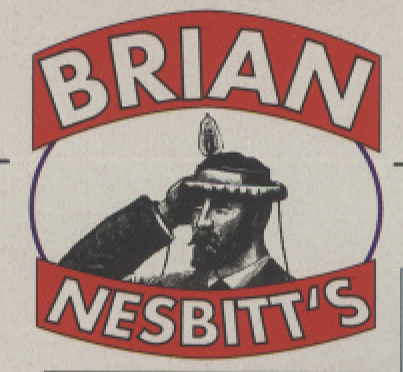
Bethlium, Solarium, Araldite
Catapult
Pike

Herbirite, Yeridium
Longbow
Giant Catapult

Valium, Parasite
Bow and arrow
Boiling Oil
Musket

Aquarium, Paladium
Giant Catapult

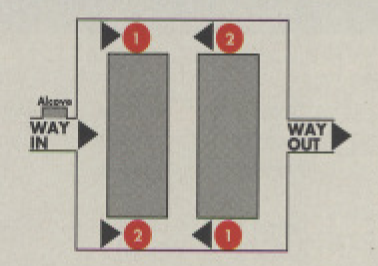




HELPING HANDS

Dear Brian,
I am mega stuck on level two of *Eye Of The Beholder*. As soon as you get down to this level, you're presented with three locked doors and one key. There's a room through the right-hand door that I get trapped in every time I go into it as walls block the passageways and you start going round in circles. I end up turning the computer off and starting again as I can't get out.

The left-hand door leads you through to the main part of level two, or it would if I could get through the passage which gradually opens up (opposite a rune that reads 'Only the strong shall pass'). I know that this leads through to other passages, but how do you get through to them? Is it something to do with the potion of giant strength? I'm very confused.
Jason Knight, Liss, Hants.
Well I guess that'll teach you to wander off into strange dungeons, won't it? 'Only the strong shall pass' refers to the stuck door on its left (the one that has to be forced open). To get to the main area of level two you need to find all three keys from behind the three starting doors (each key gets rid of another one of the walls). To escape from the other room you simply need to turn around when you reach one of the central 'T' junctions. As you enter either side of the corridor you are magically spun around and placed at the opposite corner, thereby giving the impression that you are walking around in circles (take a look at the map to see what I mean).



STAR TIP

MEGATRAVELLER 1: THE ZHODANI CONSPIRACY (AGAIN)

Quite a game this. Following last month's get-rich-quick scheme from Chris Nyland (which, incidentally, I noticed in one or two other mags as well), we have this method of earning lots of lovely loot from Mr. S. Tancred of Rainham, Essex.

"Another method of getting quick cash is to Gun Run. First you find a High Tech world with a low Law Level and buy as many PGMPs as possible, although this may only be one initially. Then go to a lower Tech, higher Law Level world and sell the merchandise. The ideal planets to use are LLUN/EFATE (when using the Trader character on the disk you can purchase a PGMP for 130,500 credits) and STUR/EFATE (where not only is there a PGMP lying on the floor near the Gun Shop, but they can be sold for 244,500 credits). In no time at all and with little cost (because you are staying within the system) you will gain riches untold."

Dear Brian,
Please could you help me on level three of *Prince Of Persia*? I know how to open the first gate but I can't get over the gap to it. Please help me as this is my favourite game and I'm desperate to get further (map enclosed).
'Mad' Mark, Killamarsk, Sheffield
What's all this 'Mad' Mark stuff? Don't you want anyone to know who you are, Mark Paxton of 28 Campion Drive, Killamarsh, Sheffield S31 8TG? As for Prince Of Persia, once you've activated the switch, you have to turn around and run straight for the gate, jumping the holes and not stopping for anything. Once you reach the final platform, take a running jump (no, seriously), press fire and push up to catch the ledge. Keep pushing up and Princey-boy will just manage to squeeze through the remaining gap.

CHEATS

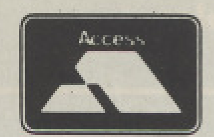
EYE OF THE BEHOLDER
Make two copies of Disk Two then make up your parties on both disks. Play the game as usual, but when you find any secret passages or walls, or unlock any doors, insert the other disk and continue playing for a short while. This passes all the data onto this disk. Replace the original disk and continue playing and now, if you get stuck in the game and you have to start again, simply continue with the other disk and all the doors that were previously locked will be open. Plus, you'll be able to pick up the keys that you needed to unlock them as a bonus.
FROM: P. GOULD, NORTHFLEET, KENT

APB
When the title screen comes up and the music starts, hit fire and push diagonal up and left with the stick, followed by a quick left. When you get to choose which quota to go for, keep pushing right until you get from day one to 16.

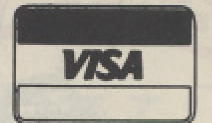
VIZ
*On the character selection screen type 'WHAT A GREAT LOAD OF B******S' (use your imagination). The border will change colour and you can use 1-5 to skip through levels.*
FROM: ROBIN WILKINSON, CRAWLEY, DUDLEY

PREDATOR 2
Pause the game and type 'YOUR ONE UGLY MOTHER', and when you enter the game you'll have infinite lives.

CRYSTALS OF ARBOREA
At the main character screen, select Jarel then click on the bottles icon. Press CTRL and V to get full life points and special abilities.
FROM: MATTHEW TURNER, ISLE OF WIGHT



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BRIAN NESBITT'S PLAYERS GUIDE

Having trouble getting your balls into the correct holes? Does your cue keep slipping? Archer Maclean offers some help.

JIMMY WHITE'S WHIRLWIND SNOOKER

Photo: Margot Bourlet



THE BEST WAY OF IMPROVING your snooker is to buy a book or video of snooker tips. The best way of getting to grips with Archer Maclean's 3D spectacular is to apply some of these handy hints.

These tips aren't designed to help you win every game (although there is a cheat which allows you to score 147 every time, we'll print that at a later date). What Archer has kindly done is to highlight some areas of the game you might have missed.

That said, these should still improve your game – there are, after all, a staggering 164,000,000 possible shots, an accuracy of up to a sixty-fourth of a degree, 88 levels of power and 81 different spin combinations. Anything that can help you out with all that can't be too bad, can it?

CHALK

If you are hitting a straight shot, with no spin at all, you don't need any chalk. The more spin you apply to the cue ball, the more chalk you need. As a general rule, chalking your cue three times is safe for almost any shot.

AIMING

To get the computer to pot any ball automatically, turn on both view lines and touch the ball of your choice with the right mouse button. If the shot is possible, it will set both the angle and the cue power correctly. If you're not sure which shot to go for, click on the question mark icon with the right mouse button; the computer will then work out the best shot to take and set it up.

In a normal game you can't get the computer to take your shot without going through a long process. When there's a tricky shot to be played, save your game to disk then load it into the Trick Shot Editor. Ask the computer to play the shot and watch. Then repeat the process as closely as possible when you re-load the game.

Alternatively, you could turn on the two view lines and click on the desired ball with the right mouse button. This will line up the shot dead centre, from where you can adjust the angle slightly left or right, depending on the shot. Naturally, the overhead view is the best to use for this.

When starting a normal game the computer usually sets up the best opening shot for you. Just set the power and spin and away you go.

CAMERA TRICKS

Not many people have realised (despite it being mentioned numerous times) that after you've taken a shot, the camera can follow the balls around the table. A quick recap. After clicking on the Take Shot icon:

Hold down the left mouse button to follow both the cue ball and the first ball hit.

Hold down the right mouse button to follow the angle of the cue ball.

Hold down both mouse buttons to follow the angle of the first ball hit.

Hold down left mouse button on the Goto Cue Ball icon to follow directly behind the cue ball.

TRICK SHOTS

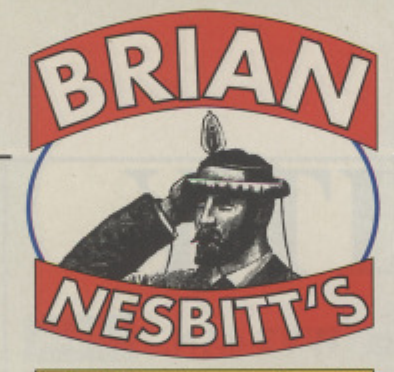
To complete a trick shot (or to see if you can stump the computer), simply set up any layout and go to the demo mode, starting from that layout. You can then watch the computer play the shot (if it's possible).

A word of warning. If all the colours aren't on the table the computer will probably set them up anyway. If you have a red on the table it will set up every colour, but if you only have a blue and a black it will also set up the pink (thinking that you want the last three colours).

It is possible to save layouts to a separate disk (possibly to challenge a friend with). Go into the Disk Features menu and save the current game (or layout) to disk. When this happens, the computer loads in all the current layouts on the disk, so just swap the disk for a spare one, select an empty slot and save the game. All the layouts will now be copied to this disk which you can give to a friend (and Archer Maclean says it's okay to do this, just don't copy the game itself because that is illegal).

One more thing. When loading a game, hold down the left mouse button as you move the pointer up and down the saved games. You'll be able to see each layout, making your game selection easier.





CONTACTS

"How do you use a Contact, Brian?" is another question that I'm regularly asked. My answer? Like a piece of tissue paper, I use them once and throw them away. "No," comes the response, "I mean, how do *I* use a Contact?" The method that has proven to be most popular is the British postal service. Yes, for the price of a stamped address envelope you can receive the answer to your most difficult dilemmas and pertinent posers. "What about the phone?" Use it if you must, but only if necessary, as the phone is a vital piece of modern communication and not to be taken lightly.

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GAMES: Atomic Robokid, Back To The Future 2, Batman The Movie, Battle Chess, Battle Squadron, Cabal, Chase HQ 1 & 2, Chuck Rock, Dogs Of War, Double Dragon 1 & 2, Dragon Breed, Dragon Ninja, Dungeon Quest, Dynamite Dux, Elvira, E-Motion, E-Swat, Flood, Forgotten Worlds, Ghosts 'n' Goblins, Ghouls 'n' Ghosts, Golden Axe, Great Giana Sisters, Gremlins 2, Hard Drivin', Hong Kong Phooey, Hostages, Ikari Warriors, Italy '90, James Pond, Kid Gloves, Lemmings, Lotus Turbo Esprit, Midnight Resistance, Monty Python's Flying Circus, Narc, Ninja Spirit, Ninja Warriors, Nitro, North And South, Nuclear War, Paperboy, Paris Dakar '90, Pluto, Rainbow Island, Rick Dangerous 1 & 2, Roadblaster, Robocop 1 & 2, Secret Agent, Shadow Of The Beast 1 & 2, Shadow Warriors, Silkworm, Sly Spy, Strider, Supercars 2, Super Hang-On, Super Wonderboy In Monster Land, Switchblade 2, SWIV, Test Drive 2, Toki, Toyota Celica, Turrican 2, Vigilante, Xenon 2.

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WARNING!!

IT IS INCREDIBLY IMPORTANT that you get your parents' permission to send us your address and telephone number. I mean, what if there was a major accident in your home and just as you were racing to phone 999, Cedric Blenkinsop phones up with a query about *Cruise For A Corpse*? What would you do then? Remember, think once, think twice, think get your parents' permission.

If you are going to use a Contact, then please follow these two guidelines:

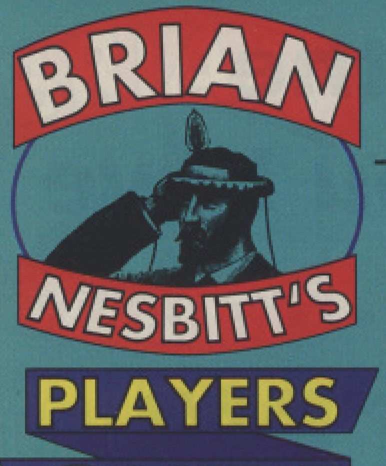
1. Respect the times printed. There's nothing worse than just drifting off to sleep at night when the phone rings (and contrary to popular belief, sensible times only does not mean three in the morning).

2. Please send an S.A.E. for written queries.

What's that you say? You want to be a Contact? Well, look no further. No other magazine offers you the chance to be a driving force in the fight against stuck gamesplayers. Where else do you get the chance to meet hundreds of interesting people of all shapes and sizes? You just send us a list of all the games that you've completed (using the style below) and we'll see what we can do about making you, yes you, a Contact.

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To give you something to do when the phone stops ringing, we'll send you a free piece of software from our vast coffers. Send everything to: **Amiga Contacts, The One For Amiga Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**





Shot down in flames by a Frogfoot? Hopping mad? Now you can get your own back thanks to Core's Mark Price, game designer and helicopter expert.

CORE'S FUTURISTIC HELICOPTER SIMULATION has topped the charts ever since its release a few months back and in that time has been the bane of many a frustrated chopper pilot's life. Despite sitting in the most technically advanced helicopter ever built, players have more often than not found themselves totalling the multi-million dollar aircraft.

But help is at hand from Mark Price, who has provided some useful advice for keeping your blades turning and your missiles firing...

Remember to fly low, usually between 40 and 100 feet as this keeps you below most of the Early Warning Radars. If you have to fly above 250 feet, make sure it's not for long – the more time you spend up there, the easier it is for radars to spot you and send out fighters to investigate.

For most missions you should use the Auto Weapons Selection. The only change that should be necessary is replacing FFARs with AGM 214 Firestorms. These are more accurate, although the Firestorms cannot lock on if your nose optics get damaged.

If you have any missions that require destroying enemy Early Warning Radar, use the 122L SMARM missiles. These are 'fire and forget' missiles that home in on any strong radar source. Just point the helicopter in the general direction of the target and raise the nose slightly before firing (this gives the SMARM a better chance of locking onto the strong signal). This can be achieved at long distances, so you don't even have to get within sight of the target to hit it.

Enemy fighters can be a bit of a pain, especially the SU-25 Frogfoot. This has a nasty habit of flying very low and firing a large amount of missiles before switching to its cannon. Use your chaff and flares until it runs out of missiles, then use an AIM-11 missile to knock it down (remember, these are fire-and-forget and extremely difficult to dodge). If you only have AIM-10 Cobra missiles the technique is different as it takes two to destroy one of these – and they can also be fooled by flares.

If you have run out of missiles and are taking hits from enemy fighters, fly around 30-60 feet above the ground as incoming fire is less effective at low altitudes.

ENEMY WEAPONS

Helicopters

THERE ARE TWO TYPES of attack helicopter you'll run into, the KA-136 Hokum and the Mil-24 Hind. The Hind is the most common and you'll find it is armed with both missiles and a cannon. It isn't very good at dodging missiles, so getting a lock with an AIM-11 will normally seal its fate.

The Hokum can out-turn and out-climb you, so the first thing you need to do when you locate one is to get a missile lock. Again, use AIM-11s as the Hokum cannot dodge these. If you have no missiles left, you're really in trouble, the only thing left is to blast it to bits with your cannon, though this isn't as easy as it sounds.

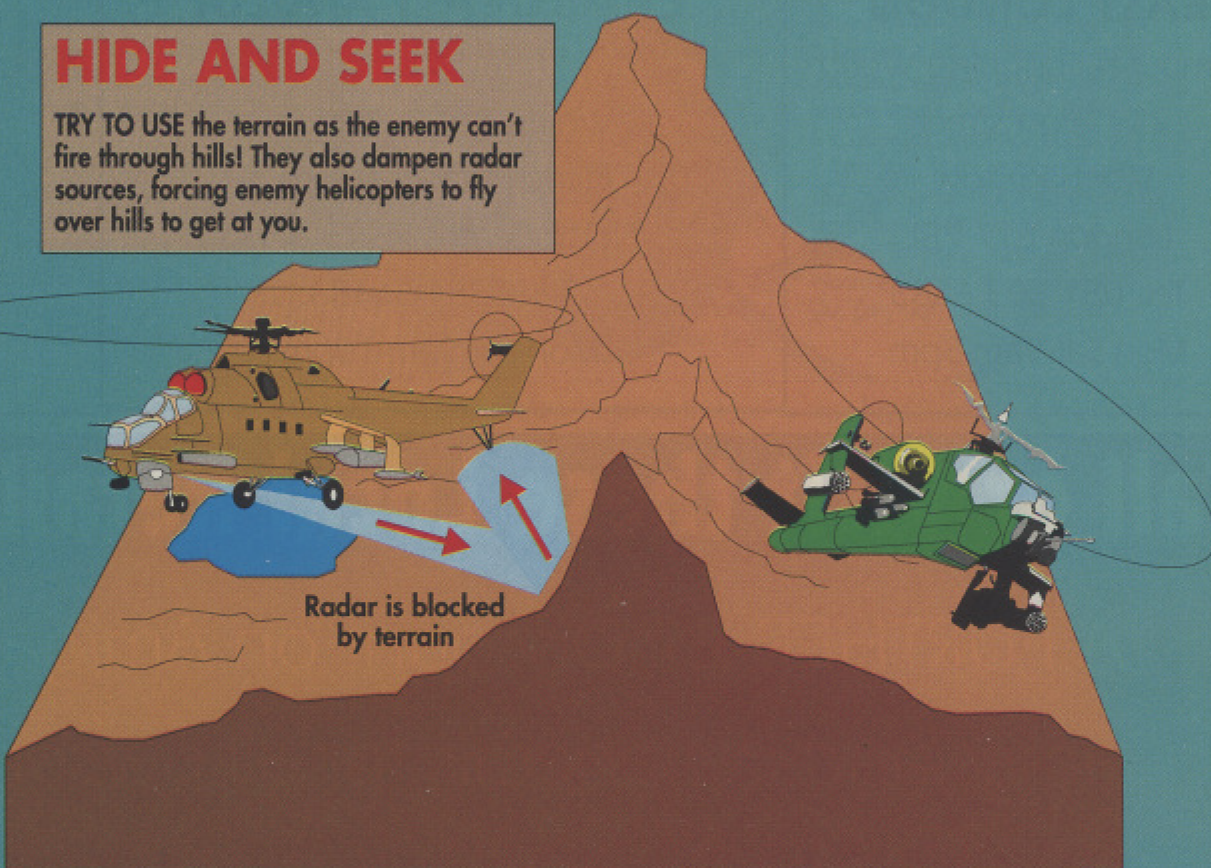
The best technique is to wait for it to stop dodging about before firing a short burst. The Hokum will climb to avoid your fire so apply full throttle to keep up with it as soon as you fire.

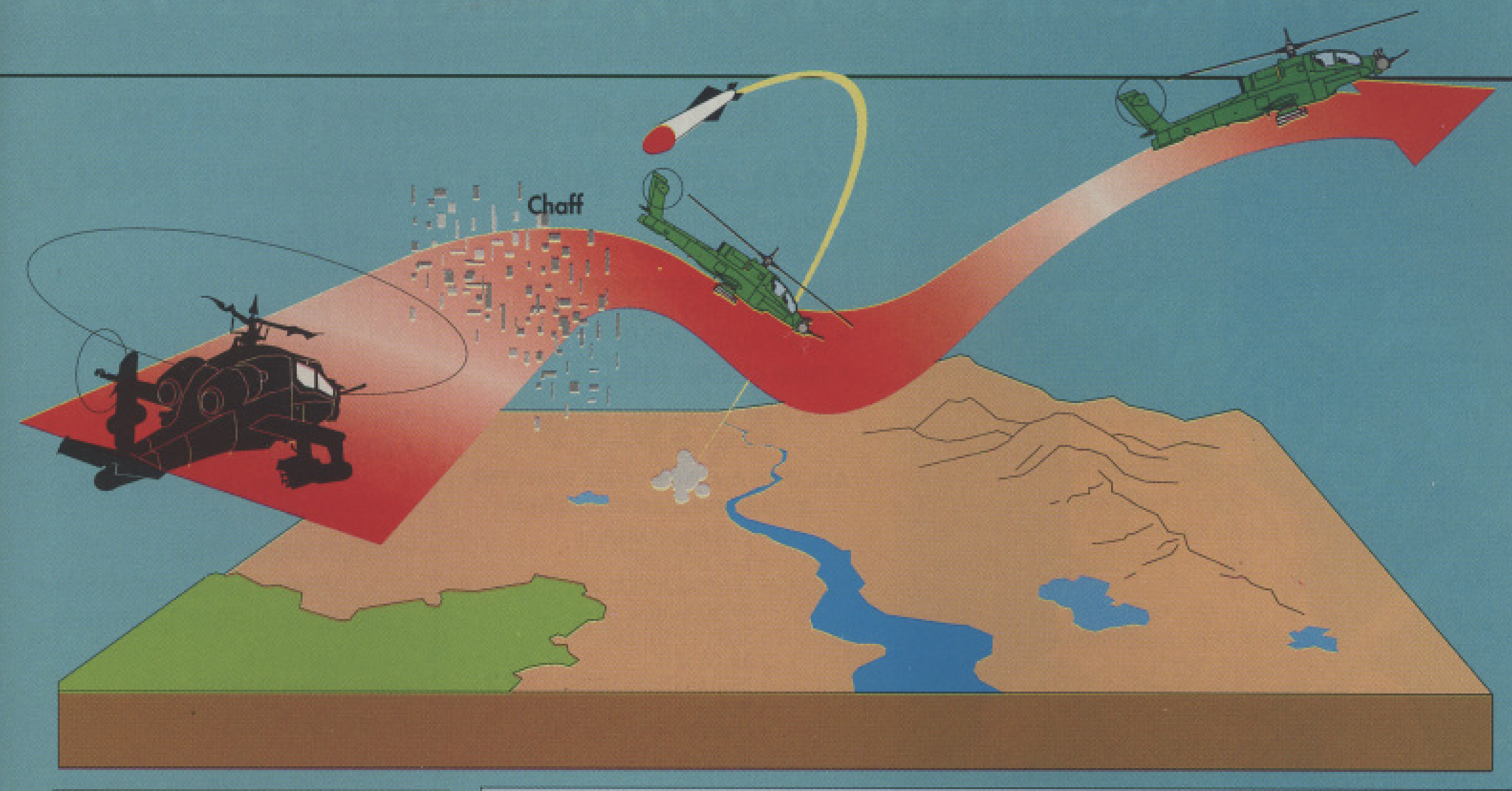
Ground Units

THE BEST WEAPONS against ground units are AGM-214 Hellfires of FFARs. If you are bombing the target, you must always hit it dead centre, a little out and you'll miss. When using Mk81 bombs fly at least 250 feet above the ground, otherwise you'll probably be caught in the blast. With Mk82s you need to be at least 500 feet up.

HIDE AND SEEK

TRY TO USE the terrain as the enemy can't fire through hills! They also dampen radar sources, forcing enemy helicopters to fly over hills to get at you.





MISSILE DODGING

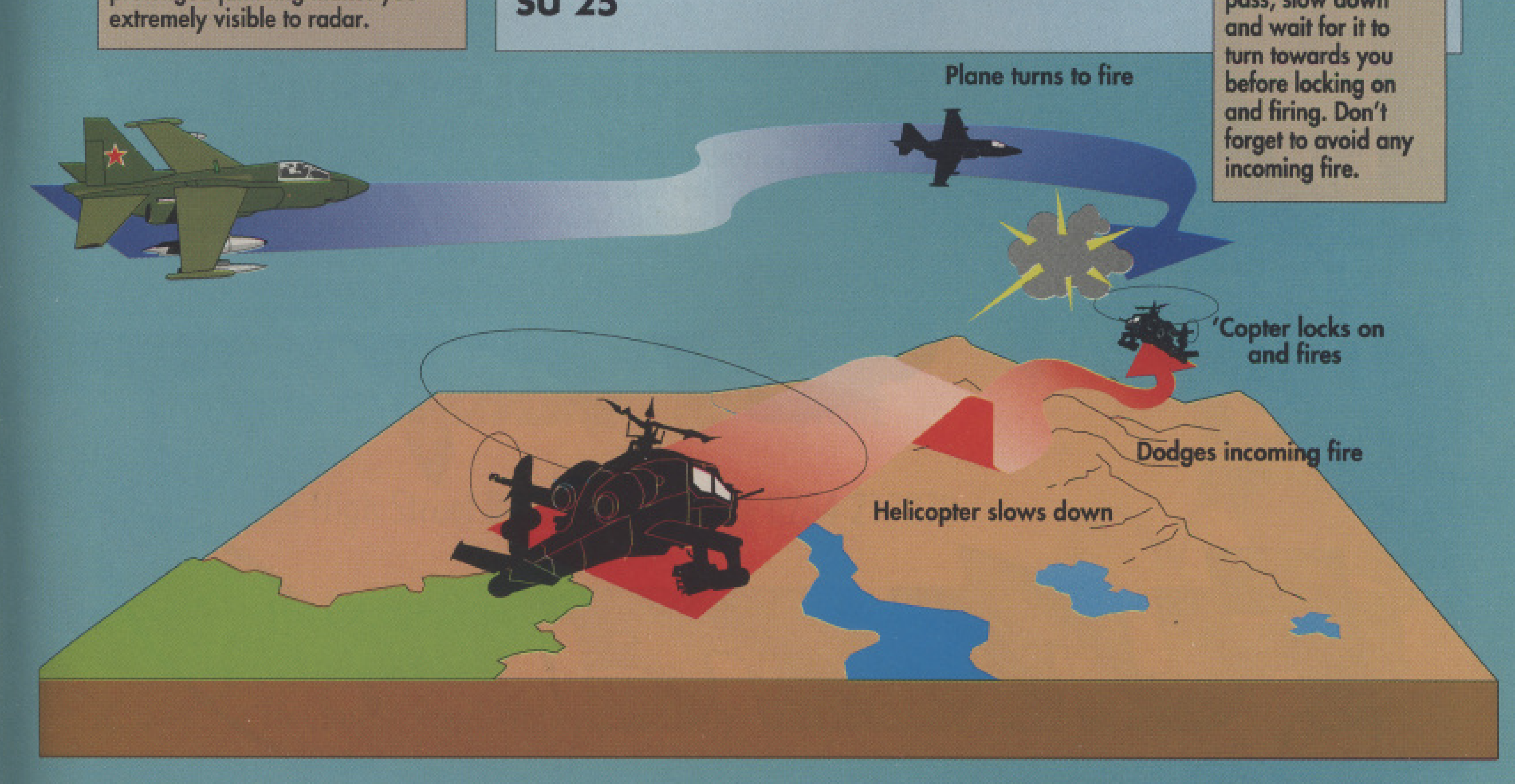
LISTEN OUT for the missile warning indicator. As soon as you hear it, check the display to find out whether it's a radar-guided or an infra-red missile (infra-reds are the most common). Launch the appropriate decoy (chaff for radar-guided and flares for infra-reds) and turn away from the missile if it's in front or behind you. Missiles fly in a straight line to their target, through anything that gets in their way – including you!

The on-board jamming systems should be used sparingly (usually if you've run out of decoys) as prolonged jamming makes you extremely visible to radar.



JETS VS ROTORS

THE BEST TIME to shoot at an enemy fighter is when it turns towards you. If a MiG 29 or an SU-25 is approaching from behind, let it pass, slow down and wait for it to turn towards you before locking on and firing. Don't forget to avoid any incoming fire.



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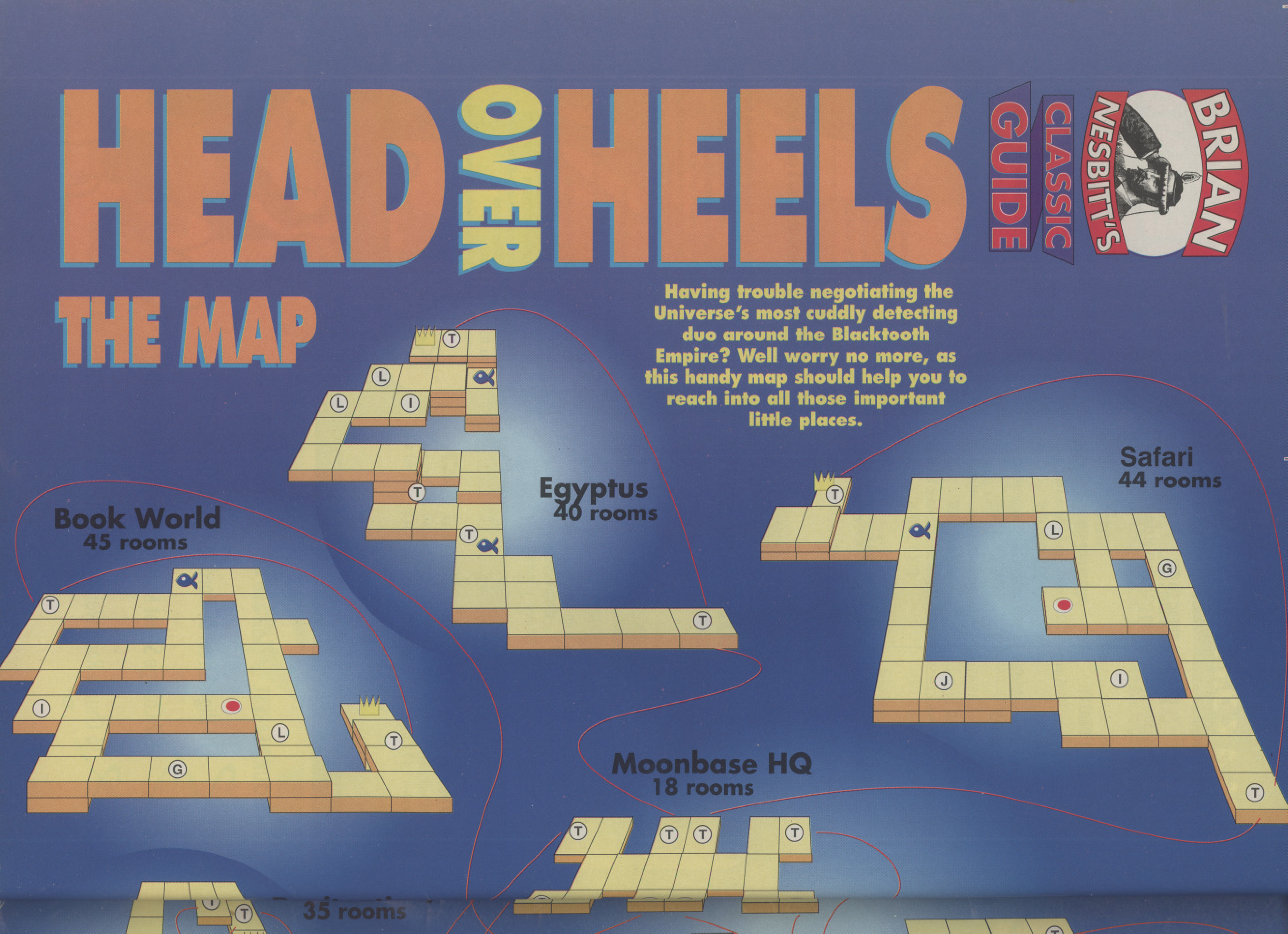
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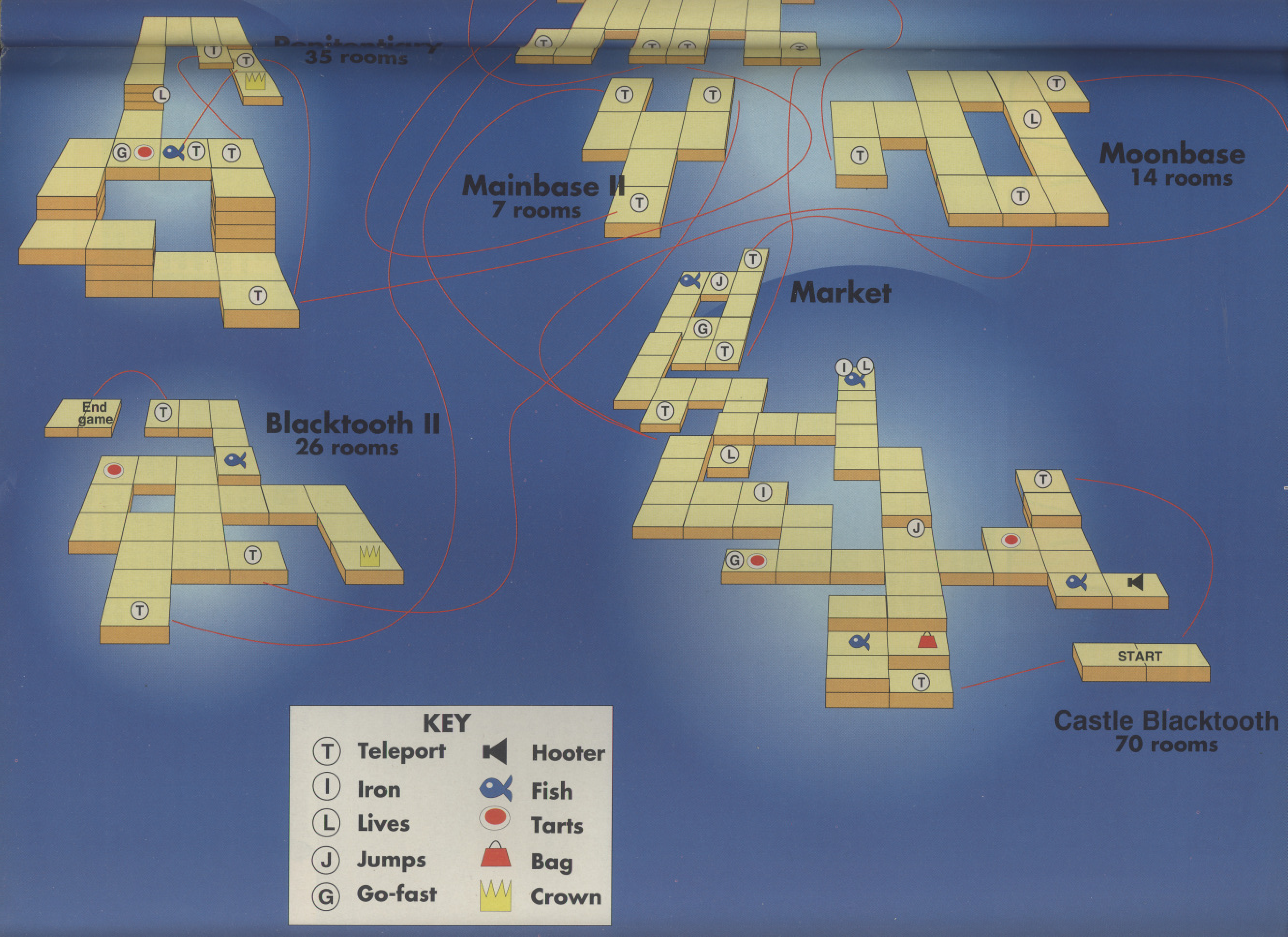
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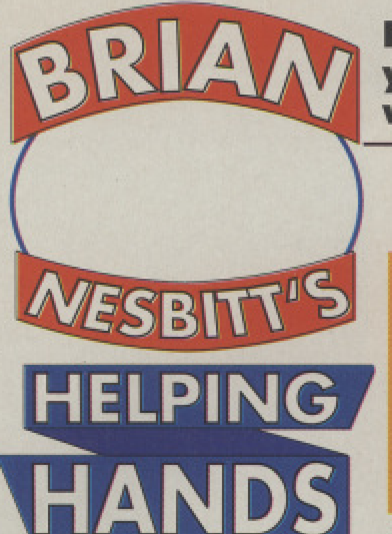
HEAD OVER HEELS

THE MAP

Having trouble negotiating the Universe's most cuddly detecting duo around the Blacktooth Empire? Well worry no more, as this handy map should help you to reach into all those important little places.




35 rooms
Mainbase II
7 rooms
Moonbase
14 rooms
Market
Blacktooth II
26 rooms
End game
START
Castle Blacktooth
70 rooms
KEY
T Teleport
I Iron
L Lives
J Jumps
G Go-fast
Hooter
Fish
Tarts
Bag
Crown



Problems with your pistons? Trouble with your tracks? Stuck with your signal towers? If Sid Meier has made your life miserable with his locomotive classic, read on.

RAILROAD

Railroad Tycoon is what you might call a gaming phenomenon. When it was released on the IBM PC, no one thought that a game revolving around trains would ever be popular, let alone sell. But sell it did, to the extent that there is now an official guide book to the game (if you want to have your own copy of *The Official Guide To Sid Meier's Railroad Tycoon*, turn to the news pages and enter our fabulous competition).

Below are a series of extracts from the guide designed to help make your footplate fantasies come true.



A STEP-BY-STEP GUIDE TO WORKIN' ON THE RAILROAD

1. Start game in western USA, the easiest theatre.
2. Find two towns on the coast that are close together and have harbours.
3. Build the first station at the town you are most likely to build from again in the future. Then build the second station.
4. Select the Map Level (F2) so that you can see with ease what supplies needs to be picked up.
5. Build a train with one mail and one passenger car.
6. Once you have enough money, start to improve your stations with the following extras; post office, hotel, switching yard and restaurant.
7. Repeat steps 1-6 when developing new lines and stations.
8. When you can afford it, buy 10,000 shares of your own treasury stock. This helps to prevent other railroads from buying you out.
9. It's a good idea to build from coast to coast as you get a $100,000 bonus for building a transcontinental railway.
10. If you do well enough to exceed your station limit and you find that you can't expand any more or your status stops increasing, try and take over an enemy railroad. This is not an easy task, but if you have enough money in the bank (five million should be enough) you can usually do it. The best railroad to take over is the one that hasn't bought much of its own stock – 20,000 shares at the most.
11. Buy-outs mean you have to be very fast and alert. Call your broker and buy 10,000 shares of your target's stock. As soon as you go back to the map, call the broker again and repeat the process until you have 60 per cent of his stock (make sure he doesn't have enough money to block you out). If he has to sell a £500,000 bond then you should be able to take him out.
12. Depending on the level of play you can take out two or three other railroads.
13. When you have done all of this you should be offered the top job for your theatre. In the unlikely event that this doesn't happen, you should start to make new railroads, build new stations and make union stations between your railroad and the railroads you have taken over.

ON THE RIGHT TRACKS

Here are a few things to keep in mind as you build your line:

- Rivers are key factors in evaluating where to build initially and where to expand.

The cost of building bridges and the danger of washouts is significant. New York is a difficult location on the map, due largely to the layout of the rivers. Rivers are less troublesome in the western US since they tend to flow east-west more than north-south. England is least affected by rivers.

- Ferries can be a great way to do an end run around a competitor.

Build the ferry line around the blocking position, then run down to a city 'behind enemy lines'. Build a station with an engine house and you're ready to start a second railroad. Don't forget to tear up the ferry line to get a lot of your construction money back.

- Mountains are an issue in the eastern and western US.

In the eastern US you have to deal with the mountains early on (about one-third of the way across the map). Since you reach the mountains early, you tend to have weaker locomotives, which makes the mountains more of a problem. How you deal with the mountain question in the eastern US is often a make-or-break decision (especially if you're building on the northern half of the map).

In the western US you don't hit the mountains until you are two-thirds of the way across the map (assuming you're playing an east-to-west game). You have more time to build up cash for assaulting the mountains than in the eastern US.

Since the exact shape of the mountainous region varies from game to game, the location of optimal mountain passes changes each game. The outlines of the land, the rivers and the locations of cities remain the same in all four scenarios.

TRACK BUILDING TECHNIQUES

When laying track into a specific area such as a city or a river that has to be bridged, it's important to plan each square in advance so you gain the best combination of efficiency and economy with those builds.

Consequently, it's best to pause your track laying as you approach the area and study the lay of the land. Some people use graph paper to sketch a solution, but a better idea is to hit F10 to survey the area. A number will appear in the centre of each square. When you move the cursor over these squares, the numbers will disappear. This way you can try various layouts until you find one that works.

There are some standard techniques to use when building Ys and main-line interchanges. A standard Y will require two signal towers (figure 1). A standard main-line interchange will require three signal towers (figure 2). A semi-double track (figure 3) is designed to be used by two trains that will travel at more or less the same speed.

TYCOON

MURDER ON THE ORIENT EXPRESS

Fancy building the most famous crime scene on wheels (apart from British Rail buffet prices)? The Orient Express has been running since 1870 and has been made famous in books such as *Lady Chatterley's Lover*, Graham Greene's *Stamboul Train* and, of course, Agatha Christie's *Murder On The Orient Express*. Here's how to build the real thing.

The route of the Orient Express

1. Paris
2. Dole (2 squares southeast of Dijon)
3. Lausanne (Bern on the Railroad Tycoon map)
4. Milan
5. Verona (20 squares east and 2 squares south of Milan)
6. Venice (8 squares west of Trieste - on the coast)
7. Trieste
8. Zagreb
9. Vincovci (12 squares west and 2 squares north of Belgrade)
10. Belgrade
11. Crveni Krst (4 squares south east of Belgrade)
12. Sofia
13. Adrianople
14. Istanbul

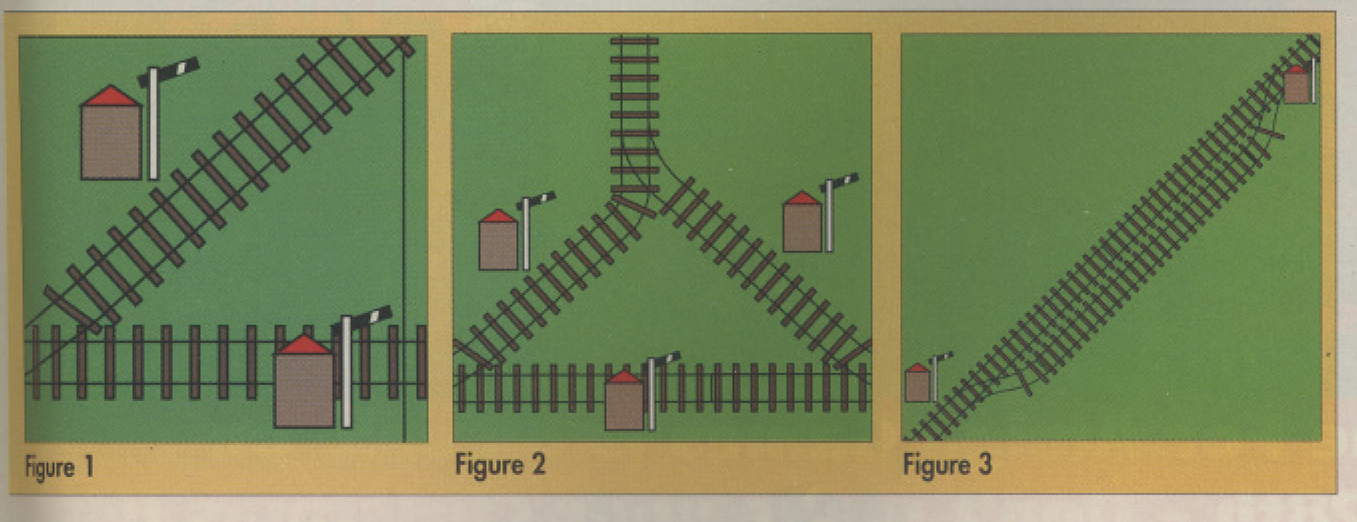


Figure 1

Figure 2

Figure 3

We wish to express our grateful thanks to MicroProse for allowing us to use extracts from *The Official Guide To Sid Meier's Railroad Tycoon* (Compute Books) by Russell Sipe. Remember, you can win yourself one of 25 copies by entering the competition in our news section.

One for AMIGA GAMES

NEXT ISSUE!

Christmas is coming, the geese are getting fat,
Please put a penny in the old man's hat,
If you have no penny, a halfpenny will do,
And if you have no halfpenny then...

...how on Earth are you going to get your hands on all the great Christmas hits we'll be reviewing and previewing in our super seasonal issue?

We're putting together a huge Christmas stocking full of goodies, including...

Three is a magic number on our sneak preview cover disk –

Double Dragon III
Third time lucky for the Brothers Lee?

Robocop III
The metal man is back – in 3D!!!

Plus!

Which will be the Christmas number one? All the latest games reviewed and previewed as only The One knows how!

The One For Amiga Games is on sale on November 28th – Don't make your Christmas list without it!

CITIZEN

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FREE DELIVERY Next Day - Anywhere in the UK mainland

FREE STARTER KIT Worth £29.38 - With every Citizen printer from Silica.

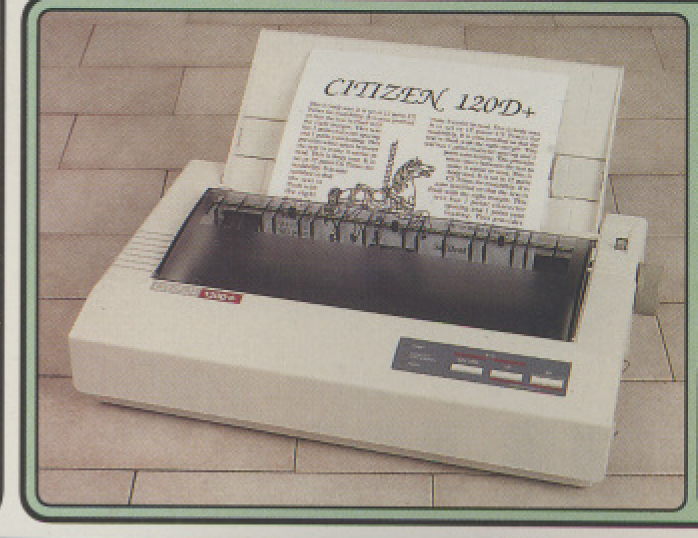
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- Parallel Interface
- Graphics Resolution: 360×360dpi
- Epson, IBM and NEC P6 Emulation
- A3 landscape printing - FREE Colour Kit
- FREE Silica Printer Starter Kit

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